

100% GAME BOY

# GB ACTION



OCT 1993 ISSUE 17 £1.49



**EXCLUSIVE**  
Game Boy badge

**WIN** a Game Boy arcade machine



## MORTAL KOMBAT

Is this the shape of beat'em-ups to come?

REVIEWED: SPEEDY GONZALES, STAR TREK: THE NEXT GENERATION, TAZ-MANIA, GODZILLA, RACE DRIVIN'  
PREVIEWED: LAMBORGHINI, ROAD RASH



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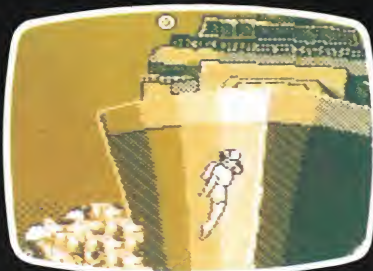
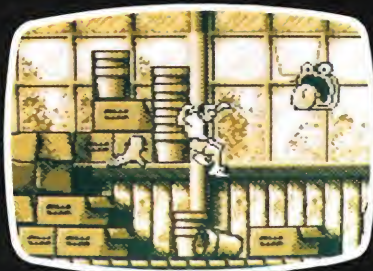


AND YOU THOUGHT DR. FRANKEN WAS GOOD .....

# Dr. Frankenstein II



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Franky is back – with new levels and new challenges, but hurry ... time is running out!!

- 7 completely new locations, 140 rooms in 12 different buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation give character sprites remarkable authenticity.

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# Welcome

The games are starting to hot up ready for the Christmas bonanza and, as ever, GB Action strides ahead, first with all the Game Boy reviews, news and previews, not to mention the compos.



SELECT

START



B



## EDITOR Sharon Greaves

It's time to dab away those tears of joy... erm, misery. No longer will Sharon's mug and mop be gracing the pages of GBA. She's off to work as a lettuce cutter in Austria or something. We all wish her well in the future, especially Alex who takes over as chief freebie receiver next month.



## ART EDITOR Marc Keating

Marc is fresh back from Ibiza this month with a suitcase full of stories but no duty free cigarettes. He spent most of his time thrusting his hips to classic anthems such as 'Rock the Boat' and 'Ice Ice Baby' at various throbbing nite clubs surrounded by semi clad babes, or so he says.



## DEPUTY ART EDITOR Rob Sharp

Rob spent most of his time this month griping about the state of the nation, the weather, all the repeats on TV, not enough new good films at the cinema, and the cost of portable sandwiches or something. We at GB Towers think that Rob is madder than a big bag of mad things.



## STAFF WRITER Andy Sharp

Andy's still locked in the filing cabinet, reeling from the shock of receiving responses to his ad for Star Wars figures. At last he will be able to toy with the 2nd Lando Calrissian and build up his stock of stormtroopers (snow and normal), Jawas and X-Wing fighters. Andy is very sad.



## PRODUCTION EDITOR Jay Sharples

It's time to dab away those tears of misery... erm, joy. No longer will Jason's looks and locks be gracing the pages of GBA. He's off to work as a fish gutter in Reykyavik or something. We all wish him well in the future, especially since it is simultaneous with the present and the past.



## GUIDE GURU Dave Goodyear

Top perv Dave would like to thank all the chicks who replied to his pathetic penpal plea in last month's classifieds. He's been getting sack after sack of smutty perfumed letters from 12 year old girls delivered to his address, and that's the way, uh-huh, uh-huh, he likes it!



## A REVIEW Alex Lee

Top Geordie lad and all round good guy, Alex Lee is soon to be our brand new L-reg Editor. He takes up the reins as of next month, and has been putting in loads of time and effort introducing himself and throwing his weight around the office, writing one review and, er, that's it.



100% GAME BOY

# Content

**MORE GAME BOY REVIEWS THAN ANY OTHER**

#### Text Tribe

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Production Geezer: Jay (See ya!) Sharples  
Nice Guy: Jase (Priceless) Spiller  
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Thanks to Lisa for Ren & Stimpy, everyone who replied to Dave's classified ad (chortle, chortle), Star Wars toys for being so top and Steve for selling them to Andy and another Steve, and to Sharon it's "Thank you for the music, the songs you're singing, thanks for all the joy you're bringing..." Sniff.

**eu**  
INTERACTIVE

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**AMIGA**  
ACTION

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**SUPER**  
ACTION

**MEGA**  
ACTION



Yes! It's yet another fun filled issue for you to drool over! Don't forget to check out the freebie ticket worth £4 that lets you in to a computer show near you. There's plenty of features and lots of news. Groovy huh?

## Mortal Kombat 18

Whoh! It's here! The big bad beat 'em up to top all others is ripped to bits in our complete review. We tell you the ins and outs of it all!

## Game Busters 37

Pure palm pleasin' pokes and endless amounts of energy producing codes for you this month! We travel the globe to give you the best in high quality tips and cheats. We just hope you appreciate them!

## Cheats 37, 43 & 46

More life saving digits and power giving codes than you can shake a stick at! Game Busters is the ultimate in Game Boy relief! Honest.

## Guides 38, 40 & 44

Dave has been on holiday this month but managed to get his Nemesis guide done just in time before jumping aboard a one way flight to Portsmouth. Meanwhile Andy is left behind to pick up the spicy pieces of Alfred Chicken and the big boy, Battle of Olympus!



**ts**

**ER MAG**



## Off the Wall 50

It's back! The part of the mag where you send us your questions. And we erm... answer them!

## Public Eye 52

Slag off your least favorite game and get a brand new one in return! That is of course you actually win a brand new game!

## News 6

- Belly poppin' belch inducing action this month with loads of Mario related fodder!

- Cult US heroes, Ren & Stimpy are back with another THQ contender.

- Annoying brat and all round git, Dennis, finally shows his face.

- Jurassic japes aplenty with the new boy from Titus Software as Prehistorik Man stumbles into view.

- Sensible Soccer has arrived! Yippee!



## Compos 11, 16, 31 & 36

- Fancy some Tazmanian T-shirts? Then enter our compo and you can look almost as cool as Jay and Andy!

- We have an incredibly dreamsome Game Boy arcade cabinet to give away along with endless amounts of Mortal Kombat related punch bags and gloves. Cool!



## Reviews

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Large oversized blokes in lizard suits ahoy!

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Rip out your oppo's heart and splinter his spine

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3D racing extravaganza by the skin of its teeth

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Top cheeze wheeze with our Mexican chum

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The Next Generation of pointy ears is here

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Big hairy whirling dervish type mayhem

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Drive a fast car from the comfort of your home

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A heavy metal combo of speed and violence

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Is violence turning the kids crazy?

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Pinball looks set to storm the 'Boy!

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Top developers Storm give us gardening tips

## Buyer's Guide

# 137 GAMES REVIEWED



# 100% GAME BOY

# news

## You veediot!

**I**t's better than bad it's good'. So goes the build up for Ren & Stimpy take two and brought to you around November time by Toy Headquarters.

The first game was a real pile of poop. Its sequel aims to squash all the faults and give you a side scrolling platform format.

The two cartoon dudes play cat and mouse in a variety of dodgy situations as far ranging as a spell in the army and isolation in the galaxy's depths.

The Ren & Stimpy Show has already achieved cult status in America. The GB game, entitled *Veediots*, hopes to pinch some of its flavour in an 'off the wall' game approach. Hmm, we'll soon see...



© 1993 Warner Bros.

## Fizzzz!



**S**uper Mario Lemonado has hit the shop shelves with all the impact of a bonk on Bowser's head.

As Britain's first 'novelty' carbonates soft drink brand it's hoped to ride along the back of the popularity of the Brooklyn plumber and capture the imagination of fizzy drinkers everywhere.

And the taste? Well, it's your basic lemonade really, but it does come in a rather trendy sparkly can. So there!



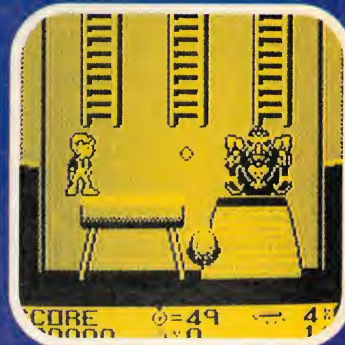
Mario Rolls, as tested by Andy and Jase. Don't try this at home, people!

## Dennis



**D**ennis the Menace. Well, he is of sorts, but this is no bloke with a stripy black and red striped jumper with a mutt named Gnasher and a pig called Rasher.

This is six year old Dennis Mitchell, a Macauley Culkin rip off in the movie stakes and now starring in his very own film as well as on a GB screen near you very soon.



## Nose



**S**crum time! Pop on down to your local Sainsburys and you can pick up a 12 pack of Super Mario Rolls for £1.55.



nis



Dennis will be stuffed to the gills with chaos and playful antics as the young whipper-snapper tears through labyrinths and basements while dodging villainous bulldogs and ants.

Outwitting grown ups and saving all his buddies is gonna take some thrill a-second stuff. Dennis has the energy. But will you have the staying power?

The Game Boy game is to be released by Ocean Software in October this year.

bag



Mario, Bowser, Luigi and Co adorn the rolls which are your usual standard spongy chocolate stuff. And very nice they are too.

## Jurassic what?

**P**rehistorik Man opens his locker and what does he find? A bottle of Wash 'N' Go? Nope. No food, that's what! Off he thus shoots to catch a beast on which to feast.

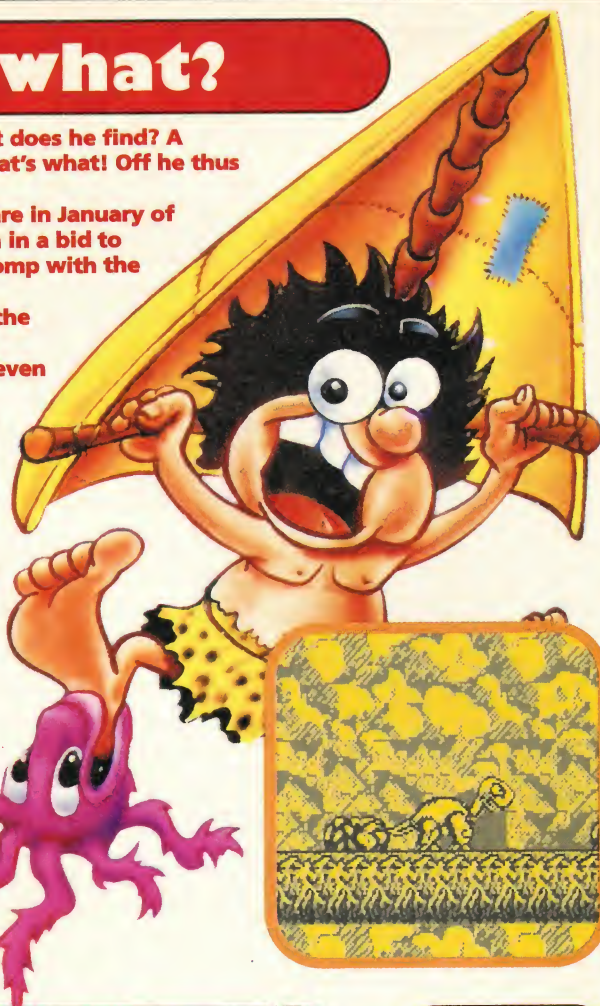
*Prehistorik*, to be released by Titus Software in January of next year, is being touched up and worked on in a bid to create a fast paced, action-packed platform romp with the emphasis on fun.

Based on the home computer versions of the game, you'll be privvy to a fascinating world brimming full of surprises, secret places and even some fun shortcuts.

'Rik, to his pals, is a haggard old caveman who uses Stone Age weapons such as clubs and flints to hack 'n' slay his enemies.

It even goes through a bit of a time warp with the emergence of giant fridges and a hang glider to help his hunt for survival.

A few months to wait yet but you can get practising that gorilla rap in the meantime.



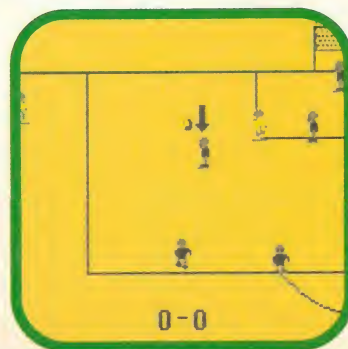
## Toe-ing the line

**A** Mexican waving roar of a success on the Amiga. A must have game – it can only be *Sensible Soccer*. And now this little beaut is aiming to kick lesser football game attempts right off the Game Boy pitch.

Opposing teams are in stark black and white so you can see exactly what you're doing on the wee screen and gameplay is looking to be, well, more than just a game of two halves... much, much more in fact.

Good control of the ball and fluid player movements go a long way in ensuring that the appeal and downright addictiveness of such a class game refuse to diminish even on a dinky screen.

*Sensible Soccer* is to be launched by Sony Imagesoft in December, just in time for your Chrimo stocking. Proper preview next issue.



## Free!

**A** number of all formats computer fairs are now in the process of blitzing the country. Get on down and you'll be in for a right royal feed of computer games and software novelties.

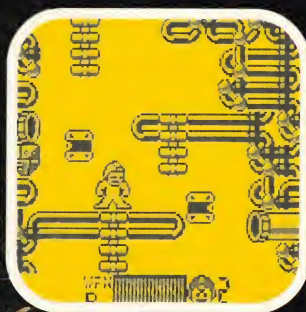
Lots and lots of bargains too! Imagine picking up a Game Boy cart just for a few quid! Now you're cooking.

Anyway, GB Action has a brilliant offer for all you lucky readers. Simply turn to page 65 and there you will find a complimentary ticket worth £4 to give you free access to a fair near you. Have fun!

© Sky Sports



## Cool dude



**M**ega Man, a lightning blue hero trucking his space age way through some corkingly fab levels, has, so far, graced the Game Boy a total of three times.

His second outing in which his task is to defeat eight robot henchmen and then track down the villainous Dr Wily is now getting an official release by Nintendo.

Mega Man has enjoyed a cult following on both the NES and the Game Boy. The appeal of the metallic bundle of wonder in multi-level mayhem is not yet ready to lie low.

The game, now to be found in all normal retail outlets, will retail for £29.99 (how much?).

## Cheep stuffing

**A**lfred Chicken, the new super duper chick has been getting up to all sorts of mischief as of late. Committed 100% to chicken video games he recently stood as a candidate in the Christchurch by-election.

His manifesto read something along the lines of raising the awareness of his plight against the evil meka-chickens. Mmm. Anyway, the outcome was that Alf amassed a total of 18 votes (gosh), losing his deposit but getting loads of free publicity into the bargain. The crafty little devil.



## Get tecchy

**N**ow's your chance to flaunt your creativity and maybe gain national recognition at the same time. The National Council for Educational Technology have announced a competition on the creative use of computer technology.

The National Educational Multimedia Awards will invite learners to produce imaginative presentations and then 16 prizes will be awarded under two main categories.

Multimedia is the new term being bandied around. Basically it refers to computer-based technology that enables us to blend text and graphics with motion, video, audio, animation and photographic images.

The onus is on you to come up with something so new it's never been invented yet when it comes to using this sort of technology.

The competition is open to school and college students up to the age of 19 as well as students. Entries can be submitted by either individuals or groups.

Entry forms are now obtainable. Closing date is 31st March '94. For further details write to: The NEMA Office, NCET, Sir William Lyons Road, Science Park, Coventry CV4 7EZ.



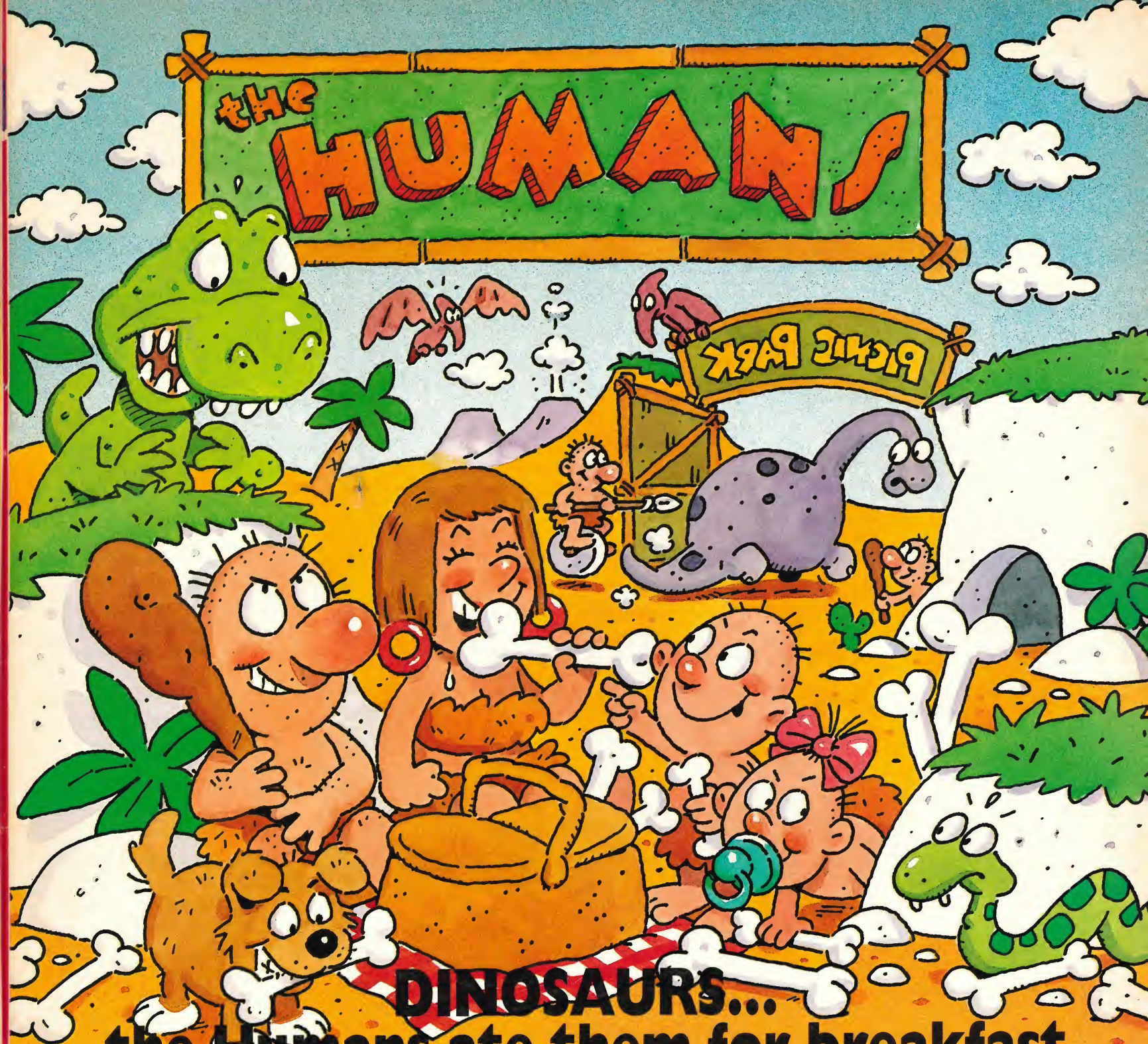
How much info can fit on one CD-ROM? This much!

## GAME BOY CHART



- |                              |                             |
|------------------------------|-----------------------------|
| 1 (1) ...Super Mario Land 2  | 11 (6) .....Joe and Mac     |
| 2 (9) ..Bart Vs Juggernauts  | 12 (-) .....Mickey Mouse    |
| 3 (3) .....Lemmings          | 13 (8) .....Star Wars       |
| 4 (-) .....Mario Golf        | 14 (10) .....Crash Dummies  |
| 5 (-) .....Spider-Man 2      | 15 (-) .....Mario Tennis    |
| 6 (4) .....Super Mario Land  | 16 (15) .....Kung Fu Master |
| 7 (2) ....Top Ranking Tennis | 17 (-) ..Kirby's Dream Land |
| 8 (-) .....Alfred Chicken    | 18 (13) ..WWF Superstars 2  |
| 9 (7) .....Alien 3           | 19 (-) .....Pit-Fighter     |
| 10 (5) .....Tiny Toons       | 20 (-) .....Xenon II        |





# DINOSAURS... the Humans ate them for breakfast

Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes. Intelligence was bottom of the evolutionary list and boy did it show!!! In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

**Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.**

**With Gametek's Humans the only missing link is you!!**

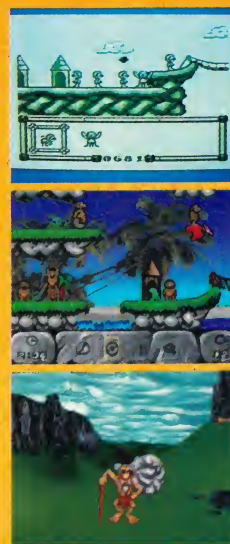
**SUPER NINTENDO**  
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**GAME BOY**™

**GAMETEK**

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***HOW MUCH LEMONADO  
CAN YOU HANDLE?***

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# Win!

## A huge Game Boy Cabinet

If you reckon that this Game Boy is small, hand held and easily transportable, think again. It's a massive beast the size of a Tardis.

Measuring a towering six feet high, weighing more than a small dinosaur, it's a prize that'll make you the envy of the neighbourhood if not the whole universe.

It'll make any house a castle, any beach a Bondai and any tower block an Empire State. Let's be honest, this is one decoration you won't just stick at the top of your Christmas tree then relegate it to a musty cupboard under the stairs after a few days.

This prize will no doubt appear on the Antiques Roadshow in the distant future, much to the bafflement of the experts.

There are two Game Boys (both with Tetris) included in the cabinet, with game link cable and amplified sound so you can impress your friends with your gamesplaying skills and half deafen them if you lose.

So you want to win it? Okay, calm down. To enter, all you have to do is follow the instructions in the box below. We'll decide who's worthy of the biggest prize in Game Boy history.



Entries to be in by 15th October 1993. Phone the number below with your name and address and say 'My GB Action Cabinet Compo answer is...'

### 0891 515434

Calls are charged at 36p per minute off peak and 48p at all other times. The call will last under two minutes - ask first if you don't pay the bill.

You can win an exciting Game Boy cabinet dead easily. All you have to do is telephone the GB Action hotline number that you can see just by glancing a tiny bit to the left.

When you've dialled, follow the instructions on the left and then recite the answer to this preposterously easy question:

**How many people does it take to play a two player game of Tetris?**



# PREVIEW



And he's roaring past on the outside lane, heading straight for the forest. Oh dear



See that little arrow up at the top. That's trying tell you something. Don't be stubborn

**It's the fastest car in the world, averaging 112mph. Sharon chucks away that Highway Code as the shadow of race day looms...**

**T**he car of any sane person's dreams has appeared on every conceivable computer game format. Titus Software is now polishing its hub caps and transferring it into shades of grey for a full frontal Game Boy appearance.

Rather than just resorting to a diddy car getting the tinny revs going around a rather samey looking number of tracks, the spec with this game is to incorporate a bit more bump to the whole proceedings.

After all, you're going to be taking part in a highly illegal competition. A tournament that requires daring, and plenty of funds too.

You see, Saturday Night races are no ordinary races. The cops, heavy on the fines, will set speed traps.

It is therefore up to you to make bets on how well you think you are actually going to perform. The money you make, this is providing you're having a good night on the accelerator, will then help you buy new parts for that dream mobile of yours.

Turbo boosts, super tyres for dry and rainy weather or even radar jammers to foil the police are just a selection of the goodies up for grabs.

# LAMBORGHINI AMERICA

■ SOFTWARE HOUSE: TITUS



The game's designer is Frenchman Herve Trisson, a Titus Software veteran who's been involved in many conversions. His first picnic on the old Game Boy was The Blues Brothers, followed by Titus the Fox and now, Lamborghini.

On top of all this business there's the driving to be taken care of. A lot of your competitors will be true gritty pros so keep an eye on their skill level while making bets.

Others though may be mere novices dragged along for the ride. You must take full advantage of their gullibility.

Now you know all the rules of the game and the money and pride at stake, maybe it's time to hear what Lamborghini's designer has to say about his super little driving Game Boy creation...

Herve's initiation into the computer games industry was back in 1985 on the Amstrad. Working on games from home, his first one, like many programmers, was a bat 'n' ball type of affair.

## Body work

There's been numerous sports sims, flight sims and driving simulations on the Game Boy. But does Herve really think an LCD screen and the limited technical capacity of the GB is the right medium for something like Lamborghini?

## Herbie bows out



The cops have nowt better to do on a Saturday either now that Stars in Their Eyes has finished



A lovely little lady puts all the lardy boys to shame. Now who says men are better drivers, eh?



# LAMBORGHINI N CHALLENGE

TITUS

■ RELEASE DATE: NOVEMBER



The front part of the car has been designed to withstand the famous crash test.

'Effectively it's not so easy to obtain a good result for those kind of games on the GB but just look at the screens (eyes right matey) and the game's animations and you'll see there doesn't seem to be much of a problem.

The Game Boy is not actually programmed at maximum and new games will have more colours (joke), better animation and faster speeds and scrolling'.

## New waxing

How much innovation has he been allowed to include in Lamborghini?

Herve comes clean 'The first version of the game was a micro computer one called Crazy Cars III. I've tried to program in all these features although there have been graphic modifications.

The main problem is that you can only display a maximum of 40 sprites on screen at any one time. The solution in Lamborghini was to alternate the display of the sprites between two images on screen.

With that it's possible to display twice as many sprites without any quirky flickering. The game displays up to 60 images per second so no one can see the tricks.'

Healthy competition is the name of the game. In what ways will Lamborghini stand out from other driving games?



Fat Frankie gets ready to comb and quiff his hair. What a total poser he is



Put your foot to the pedal and your pedal to the floor. Then go for goal in a big way



Illicit races take part around the dodgy back streets. Isn't this where the cops lurk too?

'It's very simple. This will be the best racing game on the Game Boy. Animation is faster than all the other driving games, sound and music are very good, there's an exciting championship between different drives and also a betting system. These features are all new.'

Well he would say that though wouldn't he? But seriously, as Herve trundles back up the stairs to his pad overlooking the Eiffel tower, he's certainly left behind a cracking driving force to be reckoned with in Lamborghini American Challenge.

The game is to be released by Titus Software this November. Prepare to pull up to the bumper!



Video grabs from Lamborghini: Diablo. This video is a trademark of Duke Video © 1991. All copyrights are recognised.

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# CATCH HIM IF YOU CAN





# FREE

## STREET FIGHTER BADGE



**OUT NOW!**

**THE ULTIMATE MAGAZINE FOR SUPER NINTENDO GAMERS**





# PREVIEW

# ROAD RASH

SOFTWARE HOUSE: **OCEAN** RELEASE DATE: **OCTOBER**

**O** riginally released on the Mega Drive, and then converted for the Amiga market, Road Rash has at long last reached our wee little green hand held.

The only other biking sim available for the 'Boy is Motocross Maniacs, which is a true 'Kick Start' sim, ramps 'n' all. So maybe Road Rash

**The totally classic biking extravaganza finally hits the Game Boy. Jay pulls on his leather all-in-one and straddles his hog...**

will be a welcome competitor into the biking sim race.

You take the role of a 'Rasher', the lowest of the low, a bike rider intent on winning the race and letting nothing get in the way.

The rashers live for the hot speeds, the adrenaline, the hot melting rubber, the sweet taste of carbon monoxide on their lungs and one hell of a big Harley right between their legs.

On each stage, or track, you have to get as far up on the

grid as possible. For every winning position you'll receive different amounts of cash. This money is used to beef up your machine, new tyres, better engine or even a totally new kind of bike altogether.

Picture the scene, you and your school mates have been thrashed at rounders by the girls' team.

Think back to your bulky games teacher, and how he used to ramble on about it doesn't matter if you win, it's the taking part that counts.

Well chuck that piece of philosophy right out the window! Nobody likes a loser, and you don't get medals or prizes for being one.

Your aim in this game is to win, no matter what it costs.

You can kick, punch, slap and whack opponents off the course anytime you like to gain yourself a valuable grid position.

## Skid marks

The whole theory goes like this: Win the race = More money = Faster bike = Faster speed = Eternal happiness. And if all else fails, you can always resort to cheating!

Along each stage lie numerous hazards, these include various farm yard animals scattering the road, obnoxious police men who bust you



**Once you have come off your bike you run back to it and climb on quick as sticks!**

and the usual puddles of oil or water or even animal droppings.

There's plenty of opposition for you as well, and they all have bizarre names, such as Biff, Sergio and the quiet, timid gentleman who goes by the name of Hell Dog.

Loads of obstacles, a huge range of enemies, millions of courses and endless amounts of action, basically everything you could ever ask for.

This classic from yesteryear resurrected for the 'Boy will be greatly received by a fair few driving buffs who missed it on all the other formats, and loved and embraced by all those old school boys who have seen it all before.

To be released by Ocean Software in late October, the game's looking to be a top notch conversion. Rev up and let loose with some full throttle action!



**BUSTED!**

**Oh no! Some jumped up little police man has caught me speeding. What a bummer!**



**I've fallen off my bike too many times. Resulting in me stepping out of the race**



# Speedy Gonzales

SUNSOFT

THE WORLD'S FASTEST MOUSE ON  
**GAME BOY**

2 megs on Game Boy! Arriba Arriba Andale Andale-it's fast!

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# Win!

## 3 pairs of MK boxing gloves and punchbags

It's the release of the century. Mortal Monday (September 13th – the official launch) promises to be an immense success. With the enormous advertising campaign that has utilised gigantic billboards, slightly smaller billboards and the ubiquitous television set, Mortal Kombat looks set to become one of the all time best sellers on the Game Boy. Meet a cast of lightning fast characters that combine mystic oriental ambience with a touch of Hollywood glitz.

### Big basho

Boxing gloves and punchbags are being specially made as we speak, only we don't have pictures of them to show you just yet. Each

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Entries to be in by 15th October 1993. Send them to:

**Gloves & Punchbags Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

1) Who won the famous fight between David and Goliath?

- a) Goliath                      b) Garibaldi  
c) David                        d) Goro

2) Which heavyweight boxer has not won a World Title?

- a) Frank Spencer              b) Frank Bruno  
c) Franklin D Roosevelt      d) Frank Lloyd Wright

3) Which of these folk has not starred in a martial arts film?

- a) Bruce Lee                    b) Chuck Norris  
c) Jean Claude Van Damme   d) John Major

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

My answers are:

- 1) .....  
2) .....  
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## OFFICIAL RELEASE



Sonia and Sub-Zero get it on, high above the dreaded pit of doom. I'm scared



It's teleport time! Rayden shows off his amazing disappearing act. Cool!



Erm,... SUB ZERO WINS! But I guess you already worked that out, didn't you?

Dive for cover everyone! The totally butch guys and gals of Mortal Kombat are here to rip your limbs from your torso in possibly the greatest fighting sim to date on the 'Boy...



**H**ow do you fancy ripping some poor bloke's spinal column out while it is still attached to his hard beaten head? Well, if so you're in for a disappointment of the highest order. The Game Boy version doesn't have this. The coin-op does!

With Raging Fighter recently becoming available, it seems like everybody is attempting to make the ultimate beat'em up for the Game Boy, often with varying degrees of success.

There isn't really too much point in trying to explain the scenario, it's the same here as in all other fighting games. It's just a case of choose your character and use all their moves to defeat your opponent in a best of three match.

Those who are familiar with the amazing coin-op will

immediately notice a few little things missing, the most prominent of these is the cool Johnny Cage character.

Apparently he's the least used fighter in the coin-op and this is why he's been kicked in the head (most poor pun). He does wear a dodgy pair of shades though so I suppose it's

all for the best!

Another large noticeable difference is the speed of the players during the fight. Although they're noticeably slower, the moves are still there and the graphics are still bold with the fighters occupying a lot of screen.

Each of the players have

# MORTAL KOMBAT

## You would not b



### SCORPION

Apparently he has a mean punch and throws spears around on the end of a bit of rope.

Teleport Punch: Press D-button Towards, Down.

Spear: D-button Away, Away, press Button A.

Fire Breath: D-Button Towards, Towards, Towards, Press A Button. Get up close to your victim and Scorpion will peel off his mask to reveal his bare skull. He will then breath fire and toasts the unfortunate opponent

### SUB ZERO

Use the leg sweep regularly and he'll do a really smart power slide.

Backfist: Press A Button when up close to your opponent.

Power Slide: Press D-Button Towards opponent, Down, Press Button B.

Icy Shot: Freezes opponent. D-Button Away, Away, Press Button B.

Death Blow: D-Button Towards, down, Towards, Press button A. This combination will allow Sub Zero to perform a Super Punch to knock his opponent firmly to the floor



## 2nd OPINION



A huge coin-op success and I'm sure an overdose of body battering will do equally as well on the Game Boy. I have one major grumble though. Some of the death moves are simply impossible to execute. Once you've scabbled for the right, and somewhat lengthy sequence of buttons, your fighter's already well fed up and been battered to a pulp. That aside, the graphics really are quite superlative and the fluidity and grace of their movements is a great achievement. **Sharon**





It's a bit nippy out. Sub Zero, noticeably wrapped up, moves in for the kill. There's no escape!

One of Sonya's special moves! Liable to result in a slipped disk or broken spine...



Kick it! Sub Zero skillfully reads Sonya's boot in the jaw kick, or something like that!

# AL KOMBAT

their own special moves. Pulling them off is a different matter altogether. Expect blisters aplenty while frantically pressing the buttons in a desperate attempt to execute one of the many Death Blows!

This isn't to say that all moves are too difficult to do, some are easier than breathing!

The on screen fighting area is thankfully larger than most. Still, there's nowhere to run in those desperate moments where you're a tad low on energy and ideas!

Each character has to be fought in the build up to the ultimate bouts against



## believe how special these moves are!



### RAYDEN

Rayden is vulnerable to Scorpion's spear while regenerating after a fall.

Elbow: Button A

Torpedo: Press D-Button Away, Away, Towards

Teleport: Press D-Button Down, Towards

Raidenticity: Press D-Button

Towards, Towards, Press A Button

Death Blow: Press D-Button Away,

Towards, Down, Press Button A+B.

Move in close and he'll fire

Raidenticity into the opponent's

head. They will either fall over or

their head will simply explode!



### LIU KANG

Fastest fighter of them all. He's most effective against Sub Zero and looks a bit like Bruce Lee.

Elbow: Button A

Concorde Kick: Press D-Button

Towards, Towards, Press Button B

Flame Bolt: Press D-Button Away,

Away, Press Button A

Helicopter Spin Kick: Press D-

Button Towards, Towards, Away, Press

Button A. An amazing roundhouse

kick topped off with a fierce uppercut

### SONYA BLADE

Raiden will usually get a good leathering from Sonya. She's pretty butch, for a girl!

Palm Punch: Button A

Leg Toss: Press D-Button Down, Press Button A+B

Flying Punch: Press D-Button

Towards, Away, Towards

Energy Wave: Press D-Button

Away, Away, Press Button A

Kiss Of Death: Press D-Button

Away, Away, Towards, Press Button

A+B. Sonya blows a hot sparky kiss

and roasts her opponent!



### KANO

This guy is the slowest fighter but he has a mean uppercut, along with a demon blade attack and a swift head butt.

Head Butt: Press Button A

Spinning Blade: Press D-Button

Away, Towards, Press A Button

Death Blow: Press D-Button Down,

Towards, Towards, Press Button B.

Kano will display an ugly slide

finished off with a stern kick to

the mid-section of his opponent





Goro, the big bloke with four arms, and Shang Tsung. Goro has won this tournament many times before, killing loads of competitors.

### Scrap on!

After the one on one bouts you have two players to defeat in the three rounds available to you. Unfortunately, this isn't a case of "I've beaten them once so I can do it again!" This time you only have one energy bar to last you while you fight.

The only piece of mildly reassuring news here is that you do fight them one at a time!

If this all sounds a little primal for you, then you may as well give up on this now. If you're looking for variation then you should also look in a different direction.

On the other hand, if you are interested in owning a game with some impossible special moves and mindless violence cast your gaze in this direction. Maybe that's why they're

called special moves because some are just so infuriatingly difficult you have to be super-human and have seven fingers on each hand. Who knows?

Mortal Kombat is as brutal a beat'em up as there's been on the 'Boy to date, but lets face it, it's not the same without the

blood and gore!

This is simply the greatest and most honest conversion of a fisticuffs coin op to date. Harsh and difficult to perform special moves and addictive gameplay make this a classic.



## Four armed bloke



*This man has all the right features needed to pull off some of the special moves*



*If you'd been living for 2000 years would you consider taking the world's greatest fighters on?*

# LET THE TOURNAMENT BEGIN!



*Ever been hit by a train? Then this is how it feels to be hit by Rayden's crazy move*



*All the fighters in their before pose. Only a couple will look the same after the tournament*

## DATA

### SOFTWARE HOUSE

● ACCLAIM

### SUPPLIER

● ACCLAIM

### PRICE

● £29.99

### RELEASE DATE

● OUT SEPT 13TH

## COMMENT



Although not as quick as its counterparts on every

format (let's be honest, that would be expecting a little too much wouldn't it?) for all round gameplay and a lasting challenge this is gonna be tough to beat. Special moves may be difficult in some respects but others don't take up too much time. The graphics are top notch, but where's the hard crunching punch sound? *Andy*

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



## OVERALL

# 87%



# Joyplus

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AMERICAN IMPORT

# STAR TREK: THE NEXT GENERATION



This is planet Tarsus IV, you're looking at planet Tarsus IV! Ba, ba, ba, ba, ba, ba ba ba!



Scanning the surrounding area is all part of the test. Check your ship's status regularly



Data checks out what's what and keeps the Captain informed on the erm... data!

**What no Kirk?  
No Spock?  
Instead we have  
a bald bloke and  
somebody with  
a very furrowed  
brow! It doesn't  
seem to be  
logical, Captain!**

**Y**ou want tough! You got it. Star Trek was one of the upmost bizarre programmes ever and The Next Generation carries on from this.

The only difference, apart from modernising the tight pants and the Enterprise, were the slightly better than average special effects.

The characters have some of the traits of the original crew and have picked up the cult following that Captain Kirk and the boys had back in the sixties!

After the earlier attempt of a Star Trek game by Ultra Software a while back, Absolute Entertainment have brought The Next Generation to the grey box.

Comparisons can be made between the TV shows and the games themselves.

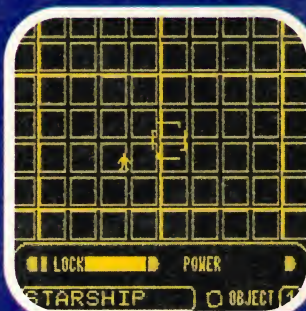
Whereas both the game and show of Star Trek look a little shoddy (to put it politely) by today's standards, The Next Generation is something else.

Trying to explain the scenario is like trying to find a Restaurant in the Sahara. All of the main TV characters are here, bar all the babes for some reason.

After working your way into the Starfleet Academy, it's up to you to look after your ship and guide your crew through the



Bald bloke with attitude. A typical high rank officer. He sits back while everyone else works



No Scotty here I'm afraid. It's some geezer called O'Brien in this crunching challenge



The more completed missions you achieve, the higher your ranking and the more intense and difficult your missions become.

## Tribbles

Each crew member has their own specific duties but until an order is given by you, they will basically do absolutely nothing.

If they do have something to tell you their symbol will flash. It's wise to check out what they're saying quickly, it may be important to the survival of your posse.

Many of the enemies cruising around the universe are familiar to regular viewers. If you haven't watched the TV show or aren't a fan don't be put off this epic

## 2nd OPINION



Thankfully, The Next Generation more than lives up to its name. In a solid development from the standard find-the-Klingons-and-shoot-them scenario, you have to undertake a series of increasingly complex and challenging missions. Just like the TV show! You pick up your skills and ability to interact with the crew along the way. This is an engagingly intelligent strategy game with vague hints of shoot'em-up round the edges. Can't wait to see Deep Space Nine! **Rob**





# REK RATON



its saturday afternoon and  
iam trying to think of a font  
for my new captions

adventure into the unknown.

There's more to this game than just rocketing around planets, it's a convincing strategy game with more sub-sections than you could think of.

Unlike the show, the Enterprise can be destroyed or damaged with incredible ease. Hopefully you will remember to activate the shields in a danger zone. One mistake and it could all be over!

It doesn't pay to become to blase about the whole thing. Danger can strike at any time. Intruders can somehow get on board and cause untold damage to the Enterprise's defence system.

## Data day

A grid can be activated to locate all transportable beings and goods. Big Chief O'Brien is in charge of transport systems, so you have to contact him to bring up the grid.

Lt. Commander La Forge looks after the power supplies for the entire ship, Lt. Commander Data plots the flight courses and Lt. Worf looks after all the weapons and shield systems etc.

You can contact Commander Riker at any time to receive a recap of your mission and the current Stardate. That's right, your missions are all against the clock.

The Next Gen boys really do have a tough job on their hands. Despite taking a while to suss out the characters and their duties, some patience will pay off with untold riches and rewards.

Along with the incredibly complex graphics and gameplay, there is a game with more variation and challenge than I've seen in quite a while. It's even got the classic theme from the TV show!

If you aren't into spending time thinking and waiting around while the game's in progress you will probably want to give this a miss. Unfortunately for you, you'll be missing out on one of the best game paks in a long while!



Suave, sophisticated,  
technically minded, articulate.  
That's me that is



An action shot of the  
Enterprise taking to warp 9 for  
the completion of a mission



Danger is everywhere! These  
perishing spaceships are dotted  
around to get in the way

## DATA

### SOFTWARE HOUSE

● ABSOLUTE

### SUPPLIER

● CONSOLE PLUS

### PRICE

● £21.99

### RELEASE DATE

● OUT NOW

## COMMENT



This is truly  
one of the  
most bizarre  
excursions  
into the

unknown ever. Loads of  
varying gameplay and  
stunning graphics give  
this a quite unique feel.  
Obviously some people  
will find its lack of all-  
out action hard to  
handle but I got drawn  
into this strangely  
appealing space  
adventure. With a  
password system for  
the all important  
restart, this does seem  
to have the lot! **Andy**

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



## OVERALL

**89%**



The guy with the very  
furrowed brow is in charge of  
shields and ...



...weapons. Strangely, arming  
the lasers for a battle is quite  
high on the list of priorities





OFFICIAL RELEASE

**Quicker than a cheetah in a head to head dash; Speedy Gonzales is Mother Nature's best kept secret. Who would have thought that a tiny mouse from Mexico could out run the world's fastest predator?**

**S**onic The Hedgehog! On your bike! Speedy may be a tad similar to Sega's heroic 'hog but nobody's converted this over onto the Game Boy with any degree of success.

Many recent games have tried to get that Sonic feel, notably Edd The Duck and Taz-Mania, but at the end of the day they're nothing more than your average platformer.

In Sunsoft's latest offering, one of Warner Brother's best known characters has finally been put to the test. If you were expecting to be disappointed with the latest in the line of cartoon / game capers, fear not, for this may be the most addictive romp yet!

Why Mr Gonzales can move so quickly is a mystery to me. How can a rodent the size of a bottle of Tippi-Ex run faster than those Bullet Trains in Japan? It's all too much.



Speedy doesn't have too many friends but the few he has sure are helpful!



Springs can propel an already magnificent mouse to break the land speed record

# SPEEDY G

More thrills and spills than you can shake a dirty stick at, Speedy deserves to be massive, the game that is, not the mouse!

Speeds, as he'll be known from now, for the sake of a chummy name, is exactly that. With little or no screen blur and some furious gameplay, Speeds sets to his task.

## Tequila sunrise

Many of his rodent friends (who just weren't speedy enough) have been kidnapped by a rather sinister chappie called King Rat! Gasp! It's up to our hero to battle through six levels of terrifying danger. One flick of the direction pad too much and it could all be over!

Each stage is divided into three separate sub-levels and there's even an end of level nasty to sort out. This is done by jumping onto their big fat heads.

For that little extra pinch and more challenge, a clock runs down to hurry you along to your goal. How much time you spend messing around collecting the cheese bonuses is up to you. It's all points



Speeds gives it legs! Through the numerous obstacles and not forgetting to

## Sound of speed



Spring up to the higher ground if you want to reach the exit before time's up



The rampaging rodent races round the cylindrical loop of doom in the quest for cheese!

at the end of the day! Where does he manage to put all of that cheese anyway? It will remain a mystery to us until we reach our grave.

Rush through Old Mexico City, The Sandy Desert (oddly enough), Icelandia and forest levels to name a few, to reach the ultimate battle against King Rat.

Unfortunately, or fortunately depending on your preference, there is an unlimited continue option which means that some of the punch has been taken out.

If you had hoped for a cheesey challenge to keep you going for hours and hours, forget it.

Some hitting of switches to turn

## 2nd OPINION



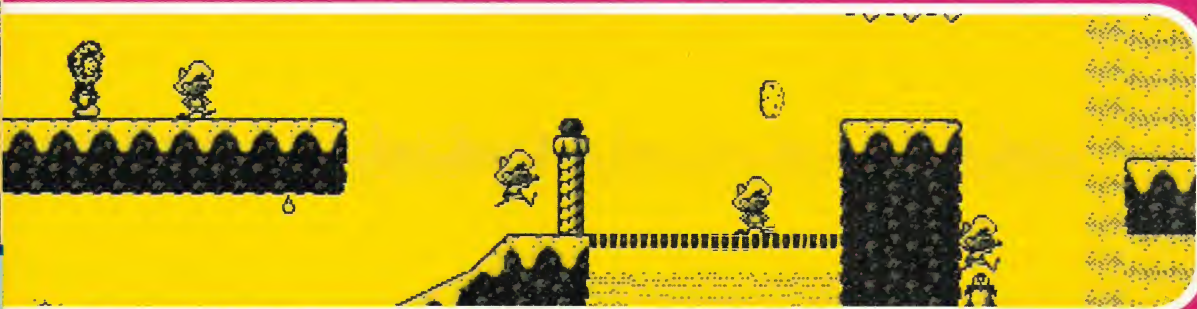
To be honest, it's a bit of a shock at first. The Speedy sprite genuinely lives up to his name as he flies across the screen with the greatest of ease. Full of smart animation, pleasant puzzles and neat tunes, Speedy will prove a difficult act for future platformers to top. The only drawback is that the infinite continues make it just a mite too easy to complete. King Rat, the final end-of-level guardian, does however have a fiendish trick up his sleeve, so watch out!

Rob



Speedy boy's one tough customer to beat in a sprint. He's a blur to mere humans





collect bonuses along the way, the mouse with attitude shows what he's made of! This is a snippet of the first level!

# ONZALES



fans on or off, remove walls or open the exits will mean Speeds doubling back on his tracks on occasion to plough through this platformer. These are also continue points if one of Speedy's four lives is lost!

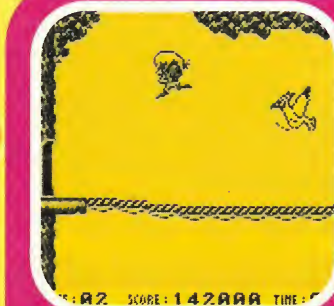
## Down Mexico way

Add all of these crazy obstacles mentioned so far with the large number of oddballs waltzing their way back and forth, hell bent on damaging your chances of survival.

Eskimos, banditos and snakes are just a few of the unfriendly burly blokes to avoid.

All of the graphics are dreamy, including some rather nifty backgrounds. Speedy himself is an excellent sprite and although he's not the largest of chaps, he moves cleanly and clearly. What more could you possibly ask for?

If you remember the old Warner Brothers tune from the cartoons, you'll hear as close to a perfect rendition as you will ever get on the 'Boy! The accompanying game tune



Through the forest and a whole new range of anti mouse league personnel

is so funky George Clinton would approve. Well, maybe not, but it's a fine ditty!

So, set alight to that rocket, place it down your mexican pants and prepare yourself for the fastest ride of your lifetime, ever.

Speedy Gonzales is rushing through a town near you very soon. Order your copy today! Eek!



The simplest end of level nasty ever! Speedy is quick and the walrus is sluggish. End of story

With a larger bush of facial hair hanging above his lip than Merv Hughes, this bloke must die!



## DATA

### SOFTWARE HOUSE

● SUNSOFT

### SUPPLIER

● MARUBENI

### PRICE

● £24.99

### RELEASE DATE

● OUT LATE SEPT

## COMMENT



Speedy Gonzales has rekindled my optimism for platform

games on the 'Boy. Just as I'd lost all hope of ever being hooked by a cartoon licence in a platform game, Speedy slapped me in the face and made me pay attention. It's manic from the off, requiring skill, speed and, occasionally, luck! Neat graphics and soundtrack keep this ticking over nicely. A winner all round! Yeehah! **Andy**

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



**OVERALL**  
**90%**

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OFFICIAL RELEASE

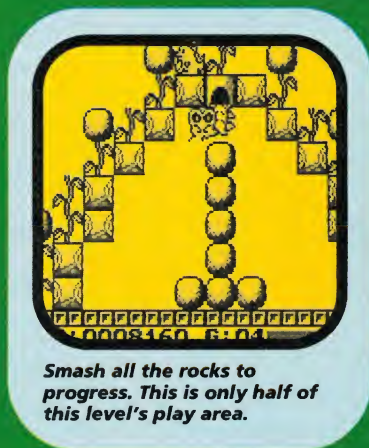
What do you get when you cross a giant fire breathing monster with a lifetime's supply of Korean cuddly toys, place them in Hampton Court and shrink the lot to the size of a postage stamp? Godzilla on the Game Boy of course!

# GODZILLA

Someone has conned us big time. Godzilla was the star of countless old disaster B-movies which, if nothing else, were a good laugh. The rogue reptilian scrapped with the best of them, including Fay Wray's furry friend King Kong.

He's now been shamelessly miniaturised and given the look of a second rate Yoshi. He used to breathe fire and was capable of crushing skyscrapers with a single left hook.

Now he can only punch animated adversaries and shove



Smash all the rocks to progress. This is only half of this level's play area.

climbed (what is this, Tarzan?) and enemies can be punched out as well as being squashed by falling rocks.

Hidden icons are always of benefit. Some totally freeze the enemies, while others work as a



and smash rocks with a comedy fist the size of himself.

Apparently, Godzilla has a son. This assertion lends itself to the theory that Godzilla must have had a wife, or at least a one night stand.

So where was she when little Minilla (the son) got lost in the labyrinth? I very much doubt that any of the Godzilla posse went to school, so I blame both the parents.

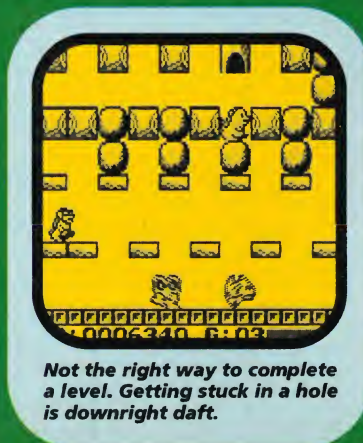
## Skreeonk!

So the minute mauler sets off into a crazy maze reminiscent of the screens from the SNES's puzzling cart Troddlers.

But don't get me wrong, Godzilla is nowhere near in the same league as the SNES classic.

However, there are enough levels (64) and puzzles to place this release in the top half of the lastability league table.

Each horizontally scrolling level is roughly two screens wide. The object is to clear each of boulders. Vines can be



Not the right way to complete a level. Getting stuck in a hole is downright daft.

## DATA

### SOFTWARE HOUSE

● VIRGIN GAMES

### SUPPLIER

● PLAYTIME

### PRICE

● £24.99

### RELEASE DATE

● OUT SEPTEMBER

smart bomb - killing every vile creature on screen. Godzilla is not the only one to suffer from excessive loss of street cred.

His enemies, evilly depicted in the intro sequence, are like rejects from Harrods' soft toy department when the game is in progress.

What I am driving at here is that Godzilla, the Game Boy cart, is a big time misnomer. Why bother hyping a perfectly functional game with a name the size of an elongated elephant?

Godzilla deserves to be portrayed in his real light. Basically it all adds up to a cruel marketing ploy.

Had there not been a permanent moratorium placed on the 'try before you buy' cliché, I'd use it right here in this sentence. Never judge a book by the cover, if you know what I'm saying.



## COMMENT



Where's the death ray from the eyes and the fiery breath?

No 'scrapers are crushed, nor are whole cities sent fleeing in terror. Au contraire, Godzilla is no more than a poor man's Troddlers or, at best, a stroll interrupted by escapees from Bruce Forsyth's conveyor belt. However, if you forget that the cuddly croc is meant to be a reptilian behemoth, you'll enjoy this for what it is. An average puzzler. **Alex**

## SCORE

### GAMEPLAY

●●●●●●●●●●

### LASTABILITY

●●●●●●●●●●

### PRESENTATION

●●●●●●●●●●

### OVERALL

65%



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OFFICIAL RELEASE

## Cartoon capers

**T**az-Mania is just the latest in a long line of cartoon conversions that have been hitting the 'Boy over the past couple of months.



Most of the ideas for 'toon games are taken straight from the cartoon series or the comic books. Some tend to stick firmly to the plot while others simply make it up as they go along. Some games are instant favorites and others just don't make the grade.



Good or bad, here are just a few of the numerous cartoon conversions on the market: Turtles, Tiny Toons, Ren & Stimpy, Popeye, Garfield, Edd the Duck, Bugs Bunny, Duck Tales, Mickey Mouse, Batman, Spider-Man, Tale Spin, Darkwing Duck, Felix the Cat, Asterix and of course the endless amount of Bart Simpson titles.



Spinning faster than a drunken hammer thrower, Taz is out for a permanent food frenzy in the latest adaptation of a world famous cartoon geezer...



*Bull and Axle set the trap for Taz. Will he fall for the oldest trick in the book?*

**F**ood glorious food! Young Taz revolves his entire life around a serious feeding frenzy. Anything and everything in his path will be devoured by one of two things, his spinning action or his munching jaws.

Before continuing, wouldn't you agree that it does seem a little unfair making me review this as I haven't eaten for what must be months now.

This effect is worsened in the knowledge that Sharon is out of the office for major nosh ups nearly



*Using a bit of skill, some thought and ultimately Taz's spin and speed, it's a scorcher*

# TAZ-M



every day!

Remember the crappy Edd The Duck game reviewed in the last issue? Well, the development team behind both of these games is Beam Software.

### Lardy lardy

Uncannily enough, both games are very similar. Very similar indeed. In fact, they're almost the same game bar the main sprites.

For the uninitiated, both Edd and Taz are platform games in the



*Unfortunately this dynamite will do some internal damage to the stupid animal*

## 2nd OPINION



I quite enjoyed controlling a funny little hairy, belching, whirring dervish of a sprite. But comedy value aside, the gameplay is pretty naff. The Taz sprite itself is bold and brass with some hilarious animation sequences when he swallows bombs or gets hit by the bad guys. This game is identical to Edd the Duck, so it seems as if Beam Software (The guys behind both games) have been a tad lazy. A funny little cartoon conversion, but a bit slack on the lastability front. *Jay*



# MANIA



same sort of stable as Sonic The Hedgehog. With some hungry manic running about, collecting as many bonuses as possible, including items to build up Taz's spin power.

With a stomach as demanding as Taz's, he is prone to eating far too many dangerous objects, instead of his most favourite food of all time: kiwis!

The most frequent of these dangerous items are sticks of dynamite. A rather painful looking internal explosion ensues and our furry friend loses one of his four bars of energy!

Lose all your energy and it's lose a life time. This wouldn't be so bad but for the fact that no matter how big a dent you make in the completion of a level, you always have to return to the very start of the level.

All of the levels here have three sections and a mean bloke to defeat in a duel to the death at the end. These are excruciatingly difficult to defeat. Just pray you have at least a couple of your three lives left to play with.

## Munchie attack!

If you're looking for Taz to be a slick sprite then unfortunately you're in for a disappointment. He looks best in mid jump with his face appearing angry and of course hungry.

On the plus side of things, Taz is a quick, non-stop rollercoaster ride on the verge of terror. Well, not quite, but it is speedy all round.

Nothing can stand in your way as you control Taz to spin through all the obstacles. Executing a spin is dead easy if you have collected enough icons along the way.

A bar shows you exactly how much spin you have left. Each area is timed to decipher how much energy you will have left at the completion of the level. The more chow Taz can stuff into his



*Taz sure can spin faster than a top. Breaking through rocks, no problemo!*



*Feed that face matey! Build that spin up, kill the baddies and save the entire planet!*

oversized stomach along the way, the better. There's bonuses a-plenty offered for those too.

Taz is identical on the control front as Edd The Duck, both are easy to use after the initial failures. It's all a case of knowing his acceleration and deceleration capabilities. Suss these and Taz's quest is made a great deal easier.

Sound effects are pretty average to be honest. There are bold sounds for collecting the food icons or bouncing up to other platforms but the game tune is another matter.

So get on your running shoes and munch on!



## Whirling dervish



*Tie me kangaroo down sport and all that stuff. Taz springs up to the higher ground*

*Up to the top of the level Taz travels. Here he seems to have found his Y-fronts hanging around*



*72 1:13*



*With his power pants on, Taz does his best to demolish the rather primitive tank*

## DATA

### SOFTWARE HOUSE

● TOY HQ

### SUPPLIER

● TOY HQ

### PRICE

● £24.99

### RELEASE DATE

● OUT OCTOBER

## COMMENT



More platform capers for the 'Boy! How many

more must I sit through? Taz is yet another game in the 'not brilliant but not naff' category. It's speedy enough and the controls are pretty easy to use. You won't be taxing your brain too much on this one. If you've already set your mind on the Edd The Duck game, you don't need this. Mind you, this is better, just. *Andy*

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



**OVERALL**  
**76%**

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# REVIEW



OFFICIAL RELEASE

Come and climb aboard some of the fastest cars in the world. Bring a spare pair of pants too. You're in for an amazing 3D joyride!



## DATA

### SOFTWARE HOUSE

● TOY HQ

### SUPPLIER

● TOY HQ

### PRICE

● £24.99

### RELEASE DATE

● OUT OCTOBER

# RACE DRIVIN'

**W**e've all dreamed of sliding behind the wheel of a smart new Porsche and ragging the accelerator for all it's worth...

We've all dreamed of listening to the cat-like purr of the smooth engine before wheel spinning away... well, it's time to turn dreamland into reality, virtual reality actually.

It's options galore as soon as you turn the cart on, as you can drive any of the four speedsters available. Whether it be the easy automatic Sportster, the very fast Roadster or



*Swerve sharp to take the bend. Try not to skid or the car will flip onto the roof!*

obstacles to swerve round.

Next up is the Stunt track. This one has two challenges, a speed track and a crazy stunt track. You have to find a safe enough speed to get round the course without smashing into all the obstacles lay about the track.

The final course of doom is the Super Stunt track. Even more hazards to avoid and even more stunts to perform!

Once you've picked your car and selected your track it's time to burn rubber!

### Rev it up!

Pass through any check point and you'll earn more time to complete the lap. Drive off the course and a ten second countdown will begin. If you are still off the track when the countdown has finished your car will automatically be placed there.

This game is pretty darn tricky first time round. And it takes some time to perfect your driving skills to a championship level. The strict time limit on each course can be a real pain in the butt at times. You

can be just inches from the line and the ghastly words 'Game Over' float down onto your screen, resulting in you throwing your Game Boy hard against the wall in a fit of frustration.

The stunt tracks can be impossible at times. I found myself constantly driving straight off the side of the ramp, leaving me with a cracked windscreen and a severe headache into the bargain.

The game looks like it has been developed with younger or less advanced games players in mind. A lot of the gameplay is easy going, allowing players to advance just a little bit more and get a massive ego.



## COMMENT



The T. HQ logo is normally dreaded among

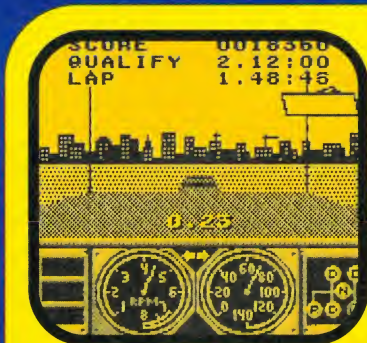
games reviewers, but in this case I was totally shocked. This game is pretty good as far as driving sims go. The graphics are smooth and the gameplay can get fairly hairy at times. The 3D perspective works quite well but don't be expecting Starwing on wheels. Duff sounds but the ramps more than make up for it.

Jay

the fastest car - the Speedstar!

Each car has different handling ranging from poor to good and this can be hindered by the gear box options you choose. An automatic car is obviously the car to select if you're just starting out.

Just like the cars, the tracks you can choose from are built for different types of drivers. The Autocross track is built for speed. Plenty of hair pin bends but no



*Nice skyline! Put your foot right down and feel the wind in your hair as you cruise past babes!*

*This is the house where Grizzly Adams lives! Try not to wake him as you scream past!*



## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



## OVERALL

# 73%



# Win!

## 8 Taz-Mania games and 10 T-shirts

You're a top twirly devil. A real party animal if the truth be known. Spinning around all those levels and getting your stomach churning with all those roving platforms, you'll stop at nothing for a good feed, not if you're Taz, the Tazmanian Devil.

Based on the loveable cult cartoon classic from Warner Bros, Taz munches his way through anything and anyone to rescue his captured family friends. The more he eats, the more fuel he has for his furious tornado spin.

Now Toy Headquarters, in conjunction with GB Action, have a compo to get your teeth stuck into. You could be a lucky winner of a Taz-Mania game worth 25 smackers.

Failing that, how d'ya fancy strutting off with one of 10 Taz T-shirts, all with different designs.

### Hungry for more?

Right, what do I have to do to become a dead groovesome winner then, we hear you ask. Well, on the totally tasteless 'artistic' picture you see before you there are two big empty speech bubbles.

Your task is to fill them full of witty banter. The best of the bunch get the game prizes and their winning lines will also be featured in a later issue of GB Action. Runners-up receive a Taz T-shirt. Fame or wot!



Entries to be in by 9th October 1993. Send them to:

**Taz-Mania Compo, GB Action,**  
**Europa House, Adlington Park,**  
**Macclesfield SK10 4NP.**

**Andy/Taz (delete one):** .....

.....  
.....

**Taz/Andy (delete one):** .....

.....  
.....

Use the space on the left to maximum chuckle effect. Don't forget to delete one of the names for each speech to show who's talking first. Oh, and no more than 25 words for each line!

**Name**.....

**Address** .....

.....

.....

.....

**Post Code** .....

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.



# BRA influencer

From 'Nintendo killed my son.' to 'Breeding a nation of monsters' tabloid headlines have gone straight for the end of level treatment, provoking a rowdy criticism of video games and their effect on the children of the '90s. Does violence in games really breed violence in real life?

**H**aving done all the rounds and picked on everything else, why is it that computer games are made the scapegoats and pummelled to death by the media when violent behaviour is paramount in most peoples leisure pursuits?

A vast TV audience seems to take a morbid fascination in real life crimes as detailed on Crime Watch and the Michael Winner's True Crimes series.

Films such as Reservoir Dogs, The Silence of the Lambs and Jurassic Park revolve around gruesome blood baths too. Serial killer books such as

**AMERICAN PSYCHO**  
BRET EASTON ELLIS

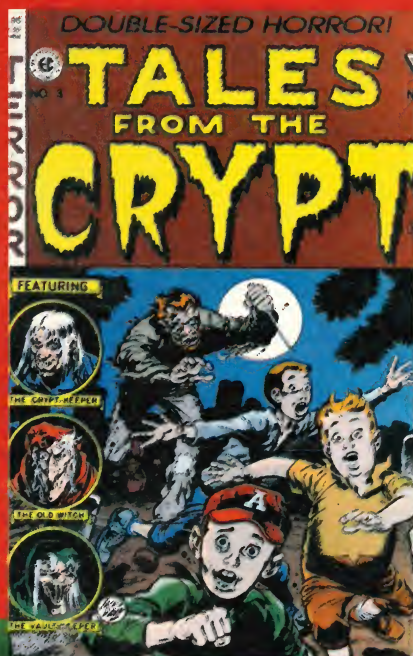


American Psycho, the true story Milwaukee Massacre and the latest Stephen King horror novels delight in chilling graphic detail, making them best sellers.

Games are pretty tame compared to this. Pixelized characters and crazy cartoony graphics yell 'fantasy' down your lug hole. Soppy silly storylines involving petticoat



# Violence?



In the 1950's US comics such as *Tales from the Crypt* and *Vault of Horror* were censored on account of the graphic violence embedded within the pages.

Take that out though and what we're left with is an unrealistic story in which good always triumphs over evil.

The new breed of comics such as *Judge Dredd* in 2000 AD depict a grim futurist version of life today.

Japanese manga comics currently invading the Western world relate cyberpunk tales of juvenile delinquents and mass horror stories.

They reflect, and then expand on life today, more often than not omitting a 'nice' view of the world today.



Michael Myers wields the knife in *Halloween*

laden princesses and cutesy animals butting enemies that crumple into nothingness have no apparent tie in with life outside the video screen.

## Bloody murder

Why then has the spotlight been focused on games? The recent big spate of Nintendo phobia dragged into the wrestling arena warns of the dangers of game addiction.

Of course you need to take everything in moderation. People become addicted to sport, food, shopping, they can't even make it through the day without a daily fix of *Home and Away* or *Our Tune*.

The media can get more leverage and coverage out of harping on about the 'in' thing at the moment.

Tabloids pounce on the nation's ignorance. Having exhausted the link between violent films and violent behaviour, they are now forging an unnatural one with games.

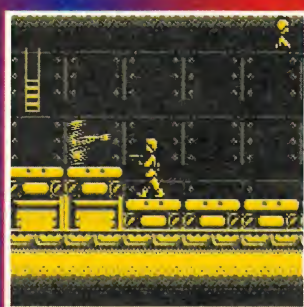
There has always, and will always, be a massive influence of violence in society, only now we are more aware of it with greater worldwide coverage of news stories and a 'pulling back the blinds' approach to all the gruesome discoveries being made all over the world.



Lethal Weapon



Robocop



Star Wars

The damage really starts well before the computer game is even conceived. Real life tales and imaginary stories are sensationalised in books, transferred over to the silver screen, then adapted to the game medium and the numerous toy model kits (pint sized Arnie or a diddy *Velociraptor*). The game is simply one of the later chains in the money making spin off process.

*Terminator 2*, *Lethal Weapon*, *Batman*, *RoboCop*, *Star Wars*; all of these Game Boy games first started life as box office hits.

Actors are now starting to realise that there has to be something to over ride this lean towards violence in order to sell a movie. Maybe the crest of the wave is dipping somewhat.

Arnie Schwarzenegger, mega famous for playing a cyborg, is now trying to reinvent himself and tone down his hardcore killing machine image, even to the extent of demanding the removal of all guns from the toy models of his good self.

Sir Anthony Hopkins who played Hannibal the Cannibal 'I ate his liver with some fava beans and a nice chianti' in *The Silence of the Lambs* allegedly expressed misgivings over the violent nature of such movies. And this is despite being made an object of adoration through this role.

Think about teenybopping *Home Alone 1* and *2* and the criticism levelled at them over their cartoony approach to violence (substitute machine-guns for hot irons). Likewise, the new kiddie film *Dennis* very much follows the same track.

Forget the *Tom and Jerry* or *The A Team* type approach, in which no one is really hurt. (Shot at yet never killed). These don't relate to real life.

You can't ignore the numerous violent shootings in the goog old US of A or the attacks on the young kids. Neither can you shut them off



Dennis is the new moppet from Hell

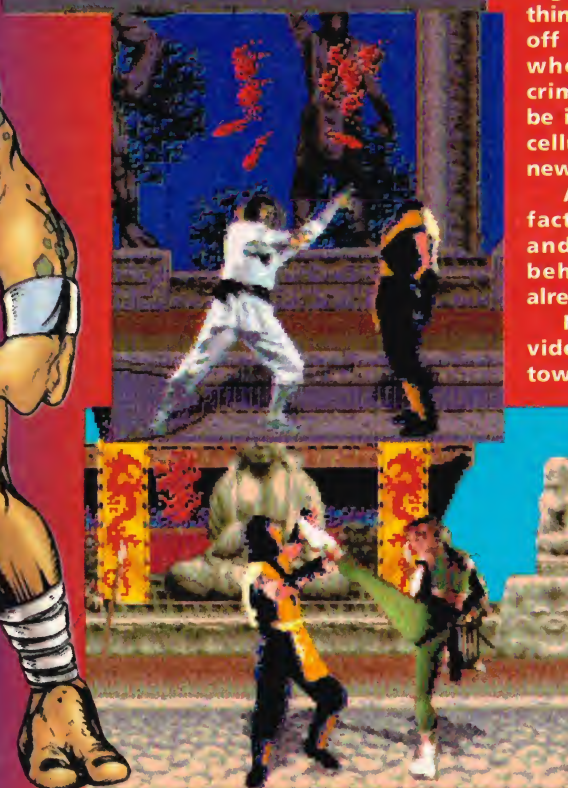


Tom and Jerry the Movie finds the notoriously violent couple making friends and singing songs together





The number one arcade machine Mortal Kombat is notorious for its death moves and blood. Nintendo, worried about criticism of violence in games, have ordered the blood to be taken out for console versions



in their own little departments, otherwise the youngsters would be growing up with an insular view of the society in which they live.

Violence in books, movies and computer games is a symptom of violence in society today, not the cause. It could be argued that this is a two way thing with the stories sparking off ideas in potential criminals who then go on to commit crimes which in turn go on to be immortalised in print or on celluloid which then spark off new ideas etc etc.

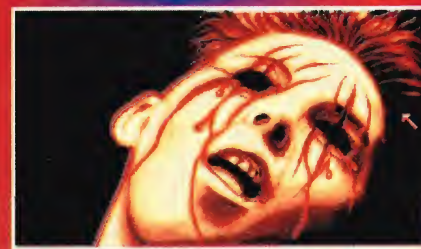
At the root, though, is the fact that just about anything and anyone can trigger off behavioural patterns in the already emotionally disturbed.

Movie goers, readers and video game players who lean towards nasty crime tales and beat'em-ups may indeed be more likely to display violent anti-social tendencies and high levels of aggression. But then again the mass majority can differentiate between 'entertainment' and real life. As such, emotional maturity over rides fantasy.

OK, kids may practise Streetfighter moves in the school playground, but they were whacking



Here are some nice screen shots from the horribly bloody Elvira - Mistress of the Dark game



each other before they even knew the meaning of the words 'video game'.

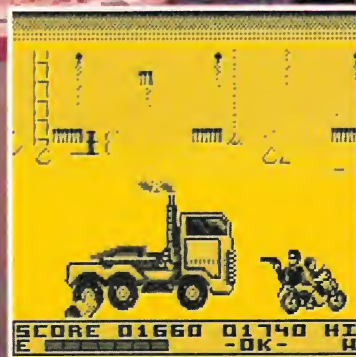
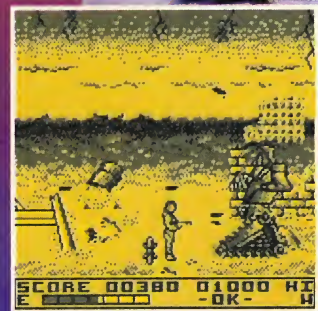
Such violently strong games are certainly copied, but then again, people model themselves after their fave pop stars or even become so caught up in soap operas as to ignore the actor in real life if he/she has done a bad deed on TV.

Think back to the caveman days, the basic desire to survive and the eat and be eaten cycle. The evolution of mankind itself has involved more than a hefty thwack of self induced death and destruction.



Terminator 2, a violent film, is turned into two shoot'em-ups on the Game Boy. Make it pretty and fluffy wuffy and it would no longer be an accurate film licence

# T2



In Terminator 2, Arnie is ordered not to kill anybody





Isn't playing a driving simulation better than going out joy riding just to get a feel of the real thing? Don't you think that fighting it out on the screen is a hell of a lot cleaner than brawling in the street?

And surely being a gun toting warrior is a good way of living out macho fantasies rather than going hell for leather for the real thing?

Not all games thrust violence into the living room. There's plenty out there to choose from, allowing you to keep the violent ones in proportion.

What about the various simulations and puzzle games and all of the downright jolly platform romps, not to mention role playing games that thrive on imaginative minds.

There's definitely a place for fantasy, just like on the stage, in which you can act out different personas in a fantasy land.

In a video game you can be bopping flowers or enemies, it really does not make any difference. The objective is timing and precision, not the subject being head butted.

Liken it to a game of chess if you will, it's basically you systematically knocking all the pieces off the board before the final confrontation.

Games are interactive. They help develop new ideas, solve puzzles and improve eye to hand co-ordination. Games

aren't always just about using aggression to solve a problem or bypass an opponent. There is an element of skill, judgement and memory in there too.

They're not necessarily a lonely activity either, what with the plethora of two and four player games currently hitting the market.

Computer games create an animated world, one of light relief from external pressures. Above all they must be fun.

Ultimately it is down to parents to try to educate their children and to help them differentiate between fact and fiction. You never see little green creatures taking off in a space ship and when was the last time you bumped into a sword wielding prince in pantaloons in the corner shop? Get a grip on reality.

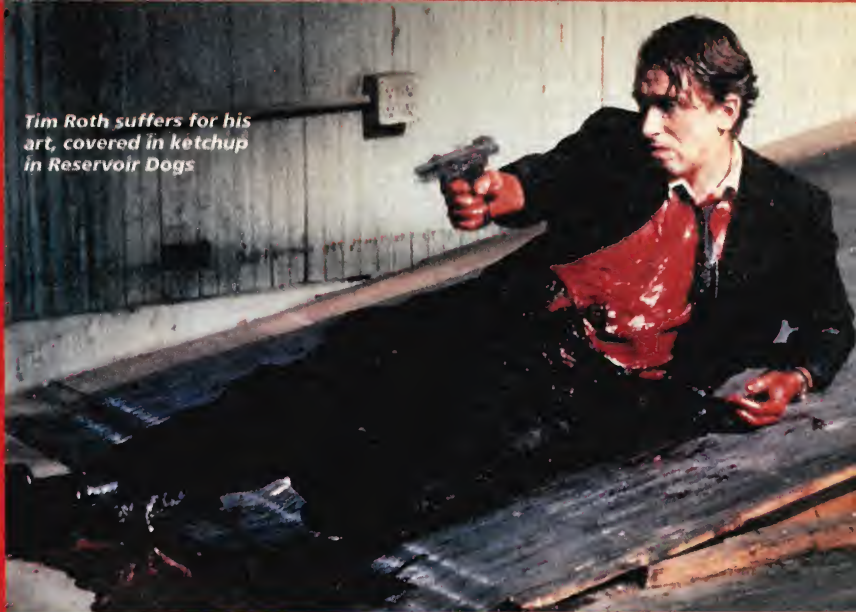
### Violent femmes

Players will always remain distanced from the characters they control on screen, unlike the characters they see on TV or at the movies.

So stop laying the blame on the computer games industry when an horrific tale emerges in the news.

The leisure industry has to move with the times. Games interpret what you see in the world at large. Sort out the crime rate, the number of broken families and people in a

Tim Roth suffers for his art, covered in ketchup in *Reservoir Dogs*



violent home environment before pointing the finger.

Games stand accused of poisoning kids, and of being insensitive and debasing. Some of them are. Especially those based on a cold reproduction of harsh reality.

Games based on the Gulf War for example, on dangerous fire fighting and more recently Night Trap on the Mega CD which uses women as guinea pigs are not particularly responsible.

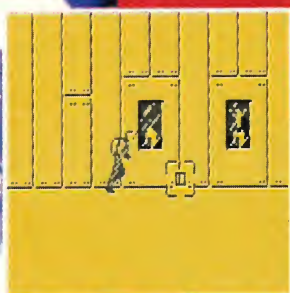
Indeed, the new breed of CD games and Virtual Reality systems are the ones that may pose a problem as the gap between the real and the fictitious merges with the player controlling real digitised

actors. This is when censorship comes into the frame.

There's a heck of a big difference between bopping pixelized cartoony characters around a screen and having a real person on the screen hanging on your every action.

At the end of the day, if violence in video games was mirrored pane by pane (maybe that should be pain by pain) in real life, if the public can't make the distinction between the real and the imaginary, then we'd all be throwing away our Brothers Grimm story books and forced to float about in a protective bubble with nothing left for company but Winnie the Pooh books and super sappy Care Bear videos.

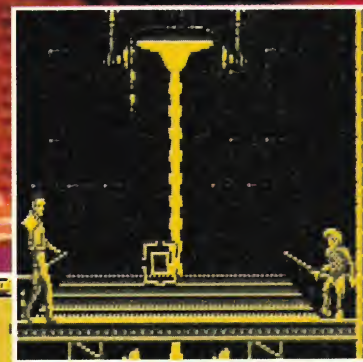
Sharon



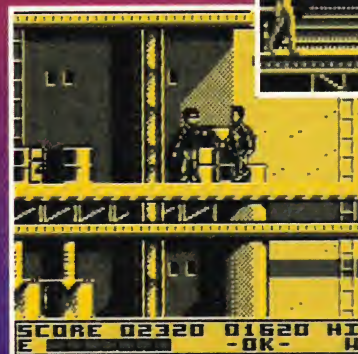
Having a violent film tie-in tempts young games players into buying a violent cart



The new age T-800 may still destroy lots of property, but at least it doesn't kill people



Arnie has put his foot down on the violence levels on all his future screen releases. Plenty of shooting but no actual blood. A bit like the A-team!





# Win!

## 10 Books | 20 Free tickets



Introducing the adventure game book that fits in your pocket. If you're a fan of role-playing epics in any shape or form, then maybe these new compact adventure game books may be just the read you need to keep that buzz totally buzzing.

There are four titles in the series: Shadows of Doom, Haunted Island, Secret Agent ACE and Assignment Loch Ness. The compacts incorporate all the existing features of the adventure game books.

As you read though and make your choices; how to solve the probs, which of the open ended routes to take, how your actions will affect the next episode, you'll find full colour cards and special maps for assistance.

Now Hodder and Stoughton, publishers of the books, are hell bent on giving away 10 of these adventure tomes, and who are we to argue?

To stand a chance of being a winner, just answer the easy question below...

**Entries to be in by 9th October 1993. Send them to:**  
**Adventure book Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

**Name the author of the ancient, but highly famous adventure book 'The Hobbit'**

**My answer is:**

.....

**Name** .....

**Address** .....

.....

.....

.....**Post Code**.....

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

Live '93, the grandest and most glorious consumer electronics show is to be held at London's Olympia from Thursday 16th- Monday 20th September.

Displaying all the latest in computer technology and the hottest (ouch) in home entertainment, you'll no doubt be dying to find out about the 'best toys for the big boys' and the groovy 'gimmicks for grown up girls'.

There'll be plenty to do. How about trying on a TV you can attach to your glasses so you can go for walkies and still watch TV from Virtual Vision.

If that fails to impress, why not have a plink plonk on the latest music software or even try to fool a computer that recognises your handwriting.

There'll be loads of giveaways and compos during the five day show and a lot of fun is guaranteed.

So, you're itching to press the buttons and twiddle all the knobs on some of the latest state-of-the-art products. You want to be a part of the razz and the tazz of demonstrations with the most innovative technology around.

Well, GB Action, in conjunction with Live '93, is proud to be able to offer you the chance to come on down and touch things instead of just watching from your armchair.

There's 20 pairs of family tickets (two adults and up to three children) worth a total of £16 each to be won. Answer the following easy question and send your answer off. Tickets sent by return post.



**Entries to be in as soon as you've read this. Send to:**  
**Live 93 Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

**Jason Spiller recently arrived back from another computer show far far away. Where was it held?**

**My answer is:**

.....

**Name** .....

**Address** .....

.....

.....

.....**Post Code**.....

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# GAME BUSTERS

**If you want some tips you've come to the right place laddy! Come in, pull up a chair and check out these gorgeous cheats and pokes. Oh yes, before I forget. Please send in your brand new tips to:**

***Game Busters,  
GB Action, Europa  
House, Adlington Park,  
Macclesfield SK10 4NP.***

## Empire Strikes Back

Aiden Carroll from Belfast has a tip for killing the Wampa in The Empire Strikes Back. So gather round your copy of GB Action and check this out!

When you reach the platform where the Wampa is stood, run onto it and get the Wampa to chase you. When you reach the end of the platform start shooting and you will be amazed to find the beast is very very easy to kill!

## Star Wars

Matthew Keightley of Bedford has informed us of a literally energy filling cheat! All you have to do is go to the bottom left of the Tatooine Desert. In the corner you will find a small cave, enter it.

An extra life is hidden inside the wall, collect it and then head towards the exit. Instead of going out of the exit head right. Keep heading right and you will come across two sheids, pick them up and go out of the exit.

Once you have done all this you can re-enter the cave and collect all these goodies again. Repeat this process to get as many lives and sheids as you need!

## Adventure Island

For a level select screen option you should press UP, DOWN, UP, DOWN, RIGHT, LEFT, A, B, A and B. A level select screen should appear and then you can, erm... select a level! Christian Oliff of Northants sent us that little gem. Respect!

## Empire Strikes Back

Dean Utsworth from Bolton has some advice to give on The Empire Strikes Back. He's concerned that some of you underlings might be having a spot of bother killing the first AT-AT walker on level two. Well are you having trouble? If so, read on. If not turn the page!

To avoid having your base destroyed because you've run out of time while trying to blast the big son of a gun simply aim for the legs of the first AT-AT. Once you fired a couple of shots at him press 'SELECT'.

You will see a fire bomb come down from the ship and seconds later the walker will collapse. You can repeat this for the next two walkers, which only leaves you three remaining walkers to waste. This can be done by shooting repeatedly around the legs!

## Best of the Best

If you are always getting beaten to a pulp and it's beginning to stress you out somewhat? Well fear no more! Go to the options screen and enter XV554QDX8 and hey presto! You will be soooo tough and butch that you will beat all the opponents with relative ease. And, to top all this you will receive two, yes two, extra medals! Hurrah!

## Alien 3

Do you really want to turn off the sad annoying game music, but you still want to hear all the alien guys creeping up behind you? Well simply go to the inventory panel and press START once for just the FX, or twice for the music only!



## Bugs Bunny

Matthew Keightley from Bedford also sent in these codes for this looney game as well!

LEVEL 5: SYEZ	LEVEL 10: X2JZ	LEVEL 15: XYOZ
LEVEL 20: 2W3W	LEVEL 25: P2FW	LEVEL 30: YWAW
LEVEL 35: TTPX	LEVEL 40: P2RX	LEVEL 45: PYCX
LEVEL 50: Z322	LEVEL 55: ZH92	

AWESOME CHEATS



### Warp Room 1

**The easiest and quickest way to complete this maze full of traps and trials is to find the secret rooms and doors located in some of the most bizarre places...**



Make your way up to the first doorway and step inside. Once inside the next room, move across the bottom of the screen and hit the switch. Move to the right and jump up at the wall and hold down right. Into the wall you will go. There is a tiny door at the bottom right. Step inside



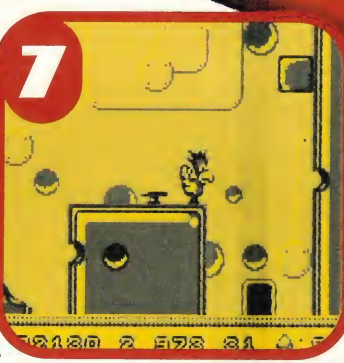
From here you will be taken to see Mr Peckles. Answer the ringing phone! He will drop a pot of jam for you. This, strangely enough is crucial to the completion of the next part of the warp room!



Go through the door that appears and you will instantly be dropping from the heights! Jump on the spring at the bottom left straight up along the wall. At the top you will hit a hidden block which appears on contact



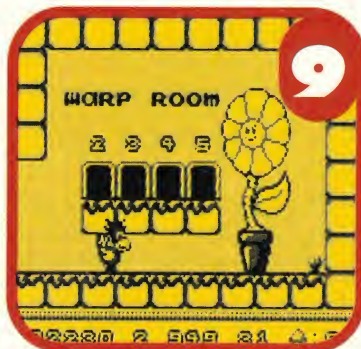
Move across the top of this area to the right. Stand on this block, killing the mouse first. Stand facing the right on the edge of the block. Press the B button to fire a shot. It will bounce



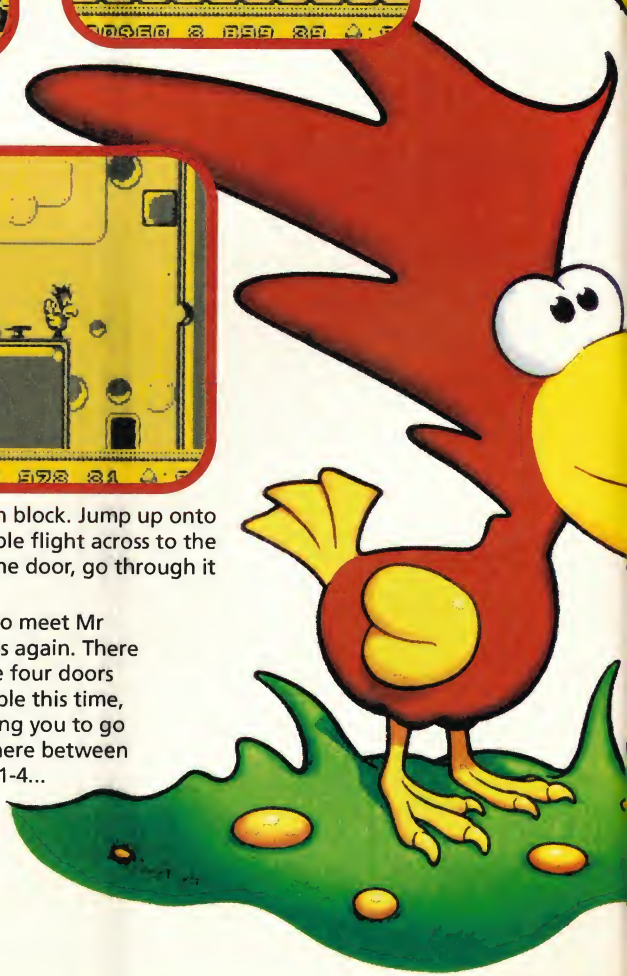
around and hit another hidden block. Jump up onto the block. From here it's a simple flight across to the left. When you get to the door, go through it



An extra life can be collected in this vertical stage if you play your cards right. There's no time for hanging around however, as a chainsaw follows you right to the top. Time can be gained by taking the springs two at a time. Exit through the door at the top



Time to meet Mr Peckles again. There will be four doors available this time, allowing you to go anywhere between levels 1-4...





# Chicken

## Warp Room 2

Step inside door five into this room. It's another level where you have to make it to the top before the chainsaw catches up with you



This cork will pop so you can quickly ascend to the first platform on the left. Jump onto the button to switch the blocks on and head upwards as quickly as possible



When you reach this pop, jump off to the right avoiding the broken glass. Immediately pull left and you can go inside the beaker. Once inside, jump up to locate another hidden doorway. Walk right out of the beaker and float down. A hidden spring then allows you to jump to the left into the door...



The door takes you into this icy room. Ignore the balloons. Peck the ice cubes down the left of the



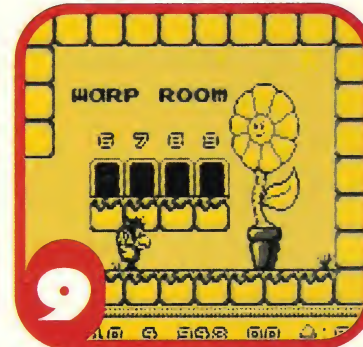
room. At the bottom there are diamonds galore and an extra life. Go into the door on the right



Peck the ice blocks here to get yourself inside the glass. Keep walking left and you can walk out again into what looks like no man's land...



But no, you can jump up to reveal a door here. Step inside this door to reveal the next warp room offering the choice of levels 6-9. Unfortunately, there are another



two levels after this but you can rush through them quite easily. To complete this game, all watering cans in every level have to be collected to keep Mr Peckles happy



# GAME BUSTERS

## PLAYER'S GUIDE

Konami has thrown down the gauntlet to meagre players. Fortunately for you lot we have the know how, and finest guide in town.

# Nemesis II



## Level 1

### 1 WEAPON SELECT MISSILE



Before you zoom off into deep space you should prepare your craft for the oncoming encounters. To make sure you have the best craft copy this picture on your option screen

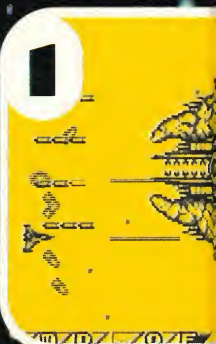
The first and more dangerous encounter is this spaceship that pursues you relentlessly through the asteroid belt. Just make sure you dodge the asteroids and you'll be fine



When you are travelling through the cavern of large insects, try the bottom of the about the only safe other areas can offer tears and heartach

## Level 3

This spaceship is very similar to the original arcade game. In fact it is the same! Start shooting at the central barriers that are protecting the craft's cockpit area



Get ready to take evasive action in the corners when the boulders start flying about. As long as you hide in the corners you'll be just fine



With the barriers finally removed, the ship is now entirely at your mercy. But hold on, you were told to not show any mercy! So go for it



## Level 2



Time to battle against a machine! Two things must be remembered about a machine. The first is that it never makes a mistake and the second is that its behaviour is linear. So this makes it a little easier if you know what to do. Start the combat by knocking out those outer guns



Then concentrate on the central piece whilst avoiding the electric barriers that appear and holding out against the gravity field



## Level 5

Pursuing the final craft isn't very easy, you'll need to navigate your way around clapped out spaceships and fly around the mines that he is dropping



When the craft finally gives up on the chasing routine he'll slow right down and start launching homing in missiles at you. The best tactic against these are to shoot them before they reach your craft



The next attack phase is the black energy barrier that grows in size as it advances towards you. Just zip off down into a corner of the screen somewhere to avoid catastrophe



After a few minutes of repetitive action the ship will eventually explode allowing you to see your true enemy for a second



Well that's all but if there's anybody out there that can beat this score, well done!

# END

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SCORE

388908

## Level 4

Before you actually reach the main guardian there's a slight obstacle. This machine blocks your way, so it must be destroyed if you are to complete your mission. When shooting this pile of bolts try to keep an eye on the ground as several walkers move onto the screen with their guns blazing



The main offensive attack you'll need to worry about when attacking the main guardian is from these white missiles. They're fairly hard to avoid but practice does make perfect! Once they've been passed you can take a few shots at the main structure beyond. But don't stay in the centre too long as you'll soon find yourself in the pathway for a very large laser beam



Great amounts of dexterity will be required for the next part as you try to leave the space station. As you thunder down the corridors you'll notice several pieces of debris break off from the walls. Try to keep to the far right to avoid this



The first guardian is a bit easy to overcome once you've worked out its main attack routines. Start the fray by aiming at the lower head here



Then as soon as the lower head has exploded you should retreat up to this corner here. Wait until things have died down a little, then move down and start shooting the replacement head. Within a short while it will disintegrate allowing you to advance further







*If you miss it  
you'll regret it,  
because...*

*It's kickin'*

*It's swingin'*

*It's got vision*

*and it's got speed!*

**ON SALE  
NOW!**

**AMIGA  
ACTION**





**Infinite this, infinite that. Extra this, extra that. Phew! It's a hard life sorting all these amazing cheats and pokes every month! Well, here's the last of them for this month, I hope you have fun. Enjoy!**

# GAME BUSTERS

AWESOME CHEATS

## Choplifter 2

If you're a bit of a sad loser and can't get very far on this helicopter action packed game, these codes could be very useful to you!

Stage 1-2: SKYHPPR	Stage 2-1: CHPLFTR
Stage 2-3: RGTHND	Stage 3-2: TRYHRDR
Stage 4-1: CMPTRWZ	Stage 4-3: VRYHPPY

## Battle Unit Zeoth

Yet again all you underlings of the games world need a little helping hand. So we've decided to give you a level select cheat. When the music on the title screen stops, hold down A and B, press these five times. Now when the second musical chime has rung out for, press START to enter level two or wait for the third chime for level three and so on!

## Spider-Man

If you would like to get all the way through the dreadful level five, we've got a tip for you! Press A to jump up, then press up to cling back on to the wall, press A again and so on. If you do this right old Web-head will scale the wall avoiding all the enemies who try to do him harm, and reach the top with relative ease!



## Ninja Boy

For unlimited continues hold down A, B and START when you get to the Game Over screen

## Snow Bros Jr

Fancy becoming invincible? Well, when the title screen appears press and hold Left-Down, A and B at the same time, and then press START. Then as if by magic you will be invincible!

But if that wasn't enough, we give you a Map Select! Just hold UP, SELECT, B and START. You will now be able to wander off where ever you want. Cool eh?

## Turrican

OH NO! ANOTHER LEVEL SELECT! AARRRGHH! Press A, A, B, A and A. Pause while you're playing the game and press SELECT to skip to the next level. Right! No more level select cheats! I've had enough!

## WWF Superstars

If you drop out of the ring and then go back in again and climb up to the top rope. Wait there and your energy level will be topped up to the full amount!



## Mario Golf

If you've just played a really duff shot and would very much like to play it again go to the title screen. Once you're there, press A, B, SELECT and START before the ball comes to a halt. This will now reset the game.

But as Mario Golf has a dreamy battery back up facility, you can start the game at the last shot you took!



## Narc

Do you keep falling down dead just as you're getting to a good bit? Well maybe this will help you out. Go to the title screen, press and hold UP, SELECT, A, B and then press START. Now when you die you will get two extra continues

## Top Ranking Tennis

If you are in the rankings and you lose a match, just switch off the Game Boy when 'Match' comes up. You'll find that when you switch the Game Boy on again, you won't have gone down in the rankings! Neat or what?



## Mega Man II

Iain Read from South Australia has sent in a handy little code to sweep you nearly to the end of the game. Just punch in A2, A3, B3, C2, C3, and not only are the first four baddies blasted away, but you are at Dr Wily's castle. There are still some bad guys to toast though.

## Side Pocket

Super trick shot bonanza! Shot 1 - Tap UP four times so that the indicator is just touching the first ball, have one 'follow' and then hit the ball at full strength.

Shot 2 - Simply hold the D pad RIGHT so your indicator is absolutely straight and then shoot at full speed. Shot 3 - Aim right for ball number 2, draw back three times and hit the ball at full whack! Now you can be a mean dirty hustler and impress your friends!



## Soccermania

Make all your opponents invisible by pressing UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A on the title screen!



# GAME BUSTERS

## PLAYER'S GUIDE

**More bother than it's worth? Maybe. But it's a massive adventure from ancient Greek mythology and it has to be put to rest. Andy takes the pressure...**

# Battle of Olympus



It may seem like you're getting nowhere fast at the start of this epic, probably because you aren't! Some patience and some writing down of important clues will be a great help



Firstly, like the clue says, go to Arcadia and meet Zeus. He'll give you some useful tips and call on the other Gods to give you a helping hand...



The staff is useless until this is done. Prometheus will tell you how to use the staff for later assistance. Make your way to Hermes' Temple in the caverns of Argolis.

You will then be told to go back to Zeus' Temple in Arcadia. Here you will be given a pair of sandals so you can jump higher



Next stop is Peloponnesus to obtain the strongest sword from the Spirit Of The Forest. Sounds quite simple but the maze section here takes some time to work out. Hydra, a monster of extreme nastiness will have to be defeated before the spirit can be found



This is done by waiting half way along the boards and attacking only when it's clear that there is no danger to yourself. After a few hits Hydra will be defeated and the rest of the boards will appear leading you to the spirit. Bow in the room and you will be given a sword







3

There will be loads of travelling through cities and areas throughout this game so it is a good idea to get to know your way around.

Travel to Attica after meeting Zeus to do battle with the vampire Lamia. Defeat her by first leaping over the arrow she fires. Move in close, duck and attack.



4

Retreat again and then repeat the attack method. Eventually, she will die. Athena, the Goddess of wisdom and war is located in Attica also and you'll be given a shield for protection

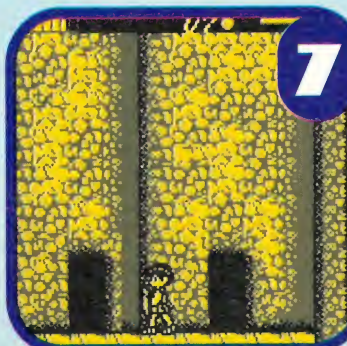


5

Step into the room left of here and there you will be able to set the woman's child free and go to collect the staff of Fennel from the child's mother. This gives you the power to get through the maze of trees in Peloponnesus



6



7

Before advancing to Peloponnesus, you will have to locate Prometheus who is the only person who knows how to use the staff. He's in Argolis in the first of the major caverns you come across.

You will have to defeat a lion who guards the cavern where he is held captive. There are plenty of Salamanders ripe for the killing below the Temple Of Hermes



The lion can be slayed by waiting for it to run at you after you edge towards it. As it reaches you use your weapon to stab it. The lion will retreat and then you just have to repeat this process until it's dead. A harp can also be obtained from another God. Play this at certain points – you can get help from Pegasus, the flying horse!



8



14

A cyclops has blocked the path to Laconia and to defeat him you have to stab his eye a few times using your newly acquired sword. Watch out for the boulders he



15

throws. Some careful dodging is required but it isn't too difficult to get through. A door will appear to the left of the rocks which will take you to Laconia



16

Poseidon is a resident of Laconia and you'll need 30 olives to collect the Ocarina. This calls up dolphins so you can cross any sea. A gap will appear in the paving above allowing you to reach his Temple.

Travel on the dolphin across to Laconia. There Siren will have to be killed. Siren is very difficult to defeat so it's a good thing you have infinite continues. She flies from all sides and at varying heights so extreme caution is needed



17

Once defeated a door appears. Step inside and the door at the bottom left contains a helpful person who gives you some Salamander skins. This is where we will leave the quest for now...



# GAME BUSTERS

## AWESOME CHEATS



### Asteroids

All these codes were sent by a certain Mr D Tilley from Scotland. Thank you Mr D for all the time and effort that must have been put in to produce excellent gaming tips of this nature. We salute you Mr D and hope many many people will follow your prime example!

Infinite lives: 03020BDC

### R-Type

Infinite lives: 0104EDD0

### R-Type 2

Infinite lives: 01057FD0

### T2: Arcade Game

Infinite lives: 0204D7FF

### Spider-Man 2

Infinite lives: 0103E0D0

### Fortress of Fear

Infinite energy: 080C22C3

### Hook

Simon Lee! Simon Lee! You are a hero amongst your fellow school mates in Winchmore Hill, simply because you gave us all your codes!

Infinite lives: 020417C0

Infinite energy: 085014C0

Infinite thimbles: 0A0316C0

Infinite balls: 0A0415C0

### Robocop 2

Infinite lives: 020483C0

### Mega Man II

Super jump: 0C041ACF

### Bill & Ted's

Infinite lives: 0108E3CB

Infinite time: 07953AC9

### Kirby's Dreamland

Cheers David Britton from Pudsey. Thanks a bunch, mate! Thanks for this code pal, cheers!

Invincibility: 01068600

Infinite lives: 020589D0

How many crazy codes and delightful digits do you want? We've all been fumbling with numbers all month just to come up with stuff for you lot! Bet you don't even use them anyway. Do you?

## GAME GENIE

Discover a new code and win a free game!

And our lucky winners this month are the North brothers! They say they would like Pinball Dreams when it gets released. Well done boys!

### Choplifter 2

Tom Grease from Billericay has sent us some digits for the following games! He can be proud of that, but do you think he impresses girls with a name like that?

Start with 50 helicopters: 315 4EC F7A

To start at level 5 in the chosen sector: 045 6BC E6A

### Revenge of the Gator

To start with 15 balls: 106 EDF E66

With this code the number display will be wrong

### Bugs Bunny

Start with 111 lives: 6F1 B2E F7E

To start on level 80: 4F1 0DB E6A

### Bart/Camp Deadly

Infinite boomerangs: 18E 18D 6EA

To start with 99 lives: 994 B7F E62

Cheeky Charlie Salt lives in Sheffield and spends his time hammering away on his 'Boy. He sent us this code from the bottom of his heart, and we like it!

### Blades of Steel

For no music but lots of effects, punch in: 702 22A CE6  
Kevin and James North from Kent have been putting their heads together to come up with some quite excellent coding performances, and here's a few more

### WWF Superstars

Ever fancied getting the three count for the pin everytime? If so enter this dreamy code: 95A EFE

To stay out of the ring for much much longer enter this fabby code: D1C EAD

### Tiny Toons

Lose one life and recieve 20: 80D 9FE E6E

Lose one life and you will gain 93 lives: 09D 9FE E6E

Lose one life and you will gain 35 lives: 67D 9FE E6E

Enemies turn invisible when up close: 992 BOF



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## Pinball Wizard



Elton John during his mad glasses phase played the current Pinball Champ. He's treated to a sound thrashing by Roger Daltrey as Tommy, suffering his mad flaxen perm period



He stands like a statue  
Becomes part of the machine



Feeling all the bumpers  
Always playing clean



He plays by intuition  
The digit counters fall



That deaf, dumb and blind kid  
Sure plays a mean pinball!



The cinema's best and certainly most insane pinball sequence occurs halfway through Ken Russell's 1975 film, Tommy, based on the um, rock opera by The Who

# FLIPP

**Ageless, appealing, flippin' marvellous, that's pinball for you. A popular arcade game of the '70s, it's now being resurrected with relish for the Game Boy.**

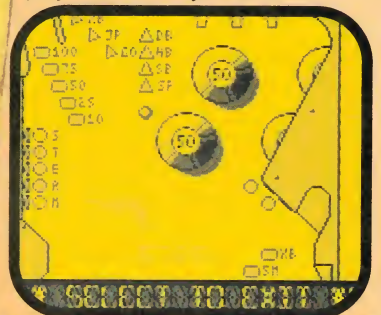


**R**egurgitation is the name of the game. Fashions come and go and dying trends gain a new lease of life when approached from a different angle. Pinball is no exception to the rule.

Since the Game Boy is an ideal format to thwack around on for a spot of light hearted fun, more and more publishers are starting to realise its potential.

So far there has only been one pinball game to knock its silver chrome ball all the way into the Game Boy speakers and out again via the control pad.

This little gem goes by the name of Revenge of the Gator and, yes, it does feature said creatures. Pop the ball into their large gaping gobs and you're transported into another room to flip flop away at. Oodles of fun to play and instantly addictive.



**Pinball Dreams. Can it live up to the hype and play a mean pinball?**

October sees the release of Gametek's Pinball Dreams. A sturdy classic on home computers it's got the GB Action crew hooked and, again, will while away many hours as you glue yourself to the screen.

With three tables to mess about on: Ignition, Graveyard and Steel Wheels, plus the obligatory clonks and pings when targets are lit up, this could well be the ultimate in pinball at your fingertips.

But wait, Nintendo plan to sneak another pinball game into the belting arena. And it's none other than Kirby (he of Kirby's Dreamland fame) who'll be steering the course of action.





# IN' HECK



Kirby is a budding star in the video game cast of characters and has developed a loyal following, so much so in fact that his first game is still one of the top five best sellers.

Since he's proved his point, he's now upchaining anchor to set off on a spanking new multi-screen pinball adventure.

Hopefully you'll be seeing the bubble gum wheezing character bumping around the playing field by Christmas time. What better way of squashing all his dimples and cuddles, eh?

## Flipper fingers

Pinball's a bit of a granny on the sly. Oh aye, it's been knocking around in one shape or another since the early 1930s.

The illustrated back glasses and playing fields may have changed and become more sophisticated with age, but the basic concept really is a thing unto itself.

Cowboys and Indians, The Terminator, even Dolly Parton have all graced the pinball's hall of fame with their own unmistakeable style, seeking to reflect peoples' changing attitudes and expectations from one decade to the next.

Today pinball machines are virtually everywhere. Gone are the somewhat sleazy images they were connected with. In goes the trendy 'wouldn't be seen dead without one in the morning room' type of approach (from rich movie biz people of course).

But what on earth is it that makes playing pinball a passion or a craving for so many people from any walk of life?

Maybe it's the mixture of pitting all the skill and dumb luck you can muster against a machine that's programmed to beat you 99.9% of the time.

Perhaps it's the good looks and hypnotic effect of the machines themselves with their sparkling lights and mass of sound effects.

It could even be the sheer glee of beating a real pro at the game, or the frustration at watching the table tilt and you're down the plughole in a matter of blinks.

Let's just say it's a combination of all these things, and then some. Above all, let's agree that it's a whole heap of fun.

## Play me

Pinball first reared its head with the construction of a coin-op version of the old-fashioned bagatelle game.

A small time entrepreneur called David Gottlieb seized the potential and began to put the boom into an industry that has since responded to the eras and trends around them.

Flippers revolutionised the game. With the advent of the rock 'n' roll years, greased quiffs and pointy shoes, out went the cartoony pinball style machines and in went new pinball artists with a desire to introduce such new games as the Jive Time and the Discotek.

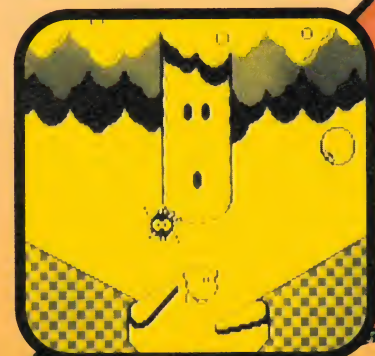
The pinball machine of today is the result of nigh on 60 years of growth and invention.

Spring loaded plungers, tilt mechanisms and thumper bumpers have all been added bit by bit in a concentrated bid to fine tune its overall attractiveness.

So too have gameplans become increasingly sophisticated and fast.

With all the latest movie and popular culture icons such as Jurassic Park, The Addams Family and Arnie Schwarzy slashed all over backdrops nowadays, it looks as if the pinball giant just refuses to stop growing.

Sharon



Fluffy wuffy buffikins meets rad hopping pinball

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**Get on down and do the write stuff. You'll feel better for it...**

**Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP or fax: 0625 876669.**

### **Jurassic**

**Dear Sharon,**  
I was thinking of maybe getting Jurassic Park when it's released. Would you recommend it or not?  
**Mark Fritchley, Worcester.**

Well, it's got a hell of a lot to live up to but I have no qualms in saying that the game should definitely be worth the wait and, hopefully, live up to all expectations.

The focus has been on producing a compelling game that is NOT, fortunately, a platform romp rather than trying to recreate the movie's atmosphere.

It's big, four megs in fact, and full of varied sequences although the main action does tend to concentrate on locating dinosaur eggs. We'll be giving you the full review next issue.

### **Fancy a date?**

**Dear GB Action,**  
I bought my first copy of GB Action a week ago and have had lots of fun reading the articles in it. I would certainly have saved lots of time by going through it first rather than hanging around game shops trying to find a good game.

Could you please state the time (month and year) for all the games in the Buyers' Guide for your future issues?

Could you also tell me where to find the light sabre in Star Wars. I can't seem to get past the Stormtroopers to the Millennium Falcon without it. May the GB be with you!

**Jeremy, Hull.**

I really don't see how helpful you'd find this service. Some of the games in the buyers' guide may be very difficult to get hold of while others have been out on import for a year or so and may be undergoing an official British release. As such, this muddles specific dates.

You can't judge the quality of games on their age. It's like saying

## **Knickers!**

**Dear Off the Wall,**  
Does anyone agree with me that there should be more female heroines in computer games?  
**Hannah Smith, Leeds.**

Being a charming young well mannered lady that I am, of course I agree with you.

The lean has always been towards men, letting them live out their macho fantasies as they take on the role of a swashbuckling hero with big biceps, getting involved in a lot of roughie toughie to nab their dolly bird at the end of the game.

Even though 46% of games players are, allegedly, female, publishers have, on the whole, failed to recognise this and have failed to incorporate heroines into games.

On the Game Boy you have Sonya Blade as the token girlie in Mortal Kombat and a skeleton-



like Ripley in Alien 3. The two obscure games Metroid II and Fortified Zone feature heroines and in the soon to be released Power Paws you can either play cat girl or boy.

Apart from a spattering here and there though, women are resigned to kidnapped victim status so it would seem, in the 1890s rather than smack bang up to date in modern times.

Abba's past it. Mario, Battletoads and Mega Man have staved off opposition from newer, and at times poorer quality, releases.



*Abba, still lighting musical flares*

As for the light sabre, you have to find Ben Obi-Wan Kenobi to get hold of the light sabre. He is, strangely enough, in the Kenobi Cave at the top right of Tatooine.

Fight your way through the cave's obstacles and you'll see Ben waiting at the bottom left.

### **Book it**

**Dear GB Action,**  
I bought a Game Genie in April and have used all the codes for the games I have. But not all of my games have codes in the code book and I can't find any more.

I was wondering if CodeMasters were bringing out another book of codes.  
**Rob Hodgson, Charton Heights.**

The Game Boy Game Genie helpline (tel: 0843 231088) is open from noon to 7pm weekdays and from 8am to noon on Saturdays. You can obtain all the codes hot off the press from there.

Alternatively, simply drop Hornby Hobbies (Game Genie

Update Offer, Hornby Hobbies, Westwood, Margate, Kent CT9 4JX) a line or phone up to order an update of all the cheats.

In the latest codebook there are a minimum of 95 games listed to keep you ticking over. This'll set you back £5.49.

PS, try tapping in the following combination on the Game Genie Codescreen for a dreamy surprise: BABRLDU and BALR SELECT.

### **Tasty toons**

**Dear Off The Wall,**

**1. Is there going to be a new Tiny Toons Adventures for the Game Boy?**

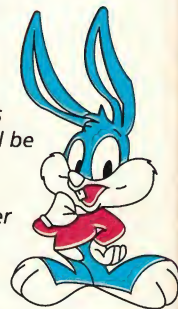
**2. Why do mail order companies sell their games cheaper than the shops? In a programme I saw recently it said that people who sell Nintendo games have to sell them at Nintendo prices.**

**Kim Sherwood, Norwich.**

1. Yes indeed there will be, to be released by Konami come December of this year. It'll be called Montana's Movie Madness and will be platform based like its prequel.

2. The crux of the matter is that their overheads aren't so expensive. Mail order firms need nowt more than a floor and a desk to operate from, whereas shops need to pay rent, have fancy shelving to make their stuff look nice and buy-able, need tills, staff and even computers to demonstrate the games.

Also, mail order firms often have more space and can buy in bulk which is generally cheaper.





## Lardy liver

Dear Off the Wall,  
I've been looking around for a fighting game on the Game Boy. I saw your review on Best of the Best Championship Karate which was 93% but I also saw a review of it in Total magazine which was 39%. What's going on and who should I believe?  
**Yasar Bozaci, London.**

GB Action is the only 100% dedicated Game Boy magazine. This means that we don't compare Game Boy games to, say, Super Nintendo games.

We take them on their own



merit. Multi-format magazines may not spend as much time on Game Boy games because they have other 'more colourful' priorities.

Best of the Best, once you know

all the moves, is an excellent game. We played it for a long enough period to be able to appreciate its merits and mark it accordingly.

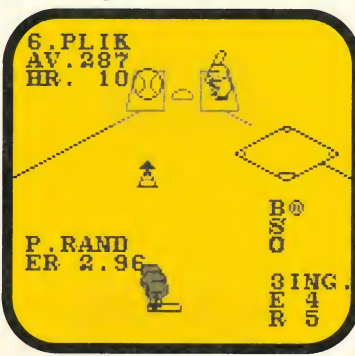
If you're after a decent fight sim then you might want to opt for Mortal Kombat.

## Teed off

Dear GB Action,  
I have a lot of sports sims which are Tip Off, World Cup and Top Rank Tennis. Other than Tennis the rest are boring. Could you recommend me some?

**Kevin Pryke, Ipswich.**

Try the classic Mario Golf, which is currently being resurrected with TV advertising and the like.



Otherwise opt for Bases Loaded which will be in Virgin stores from September onwards.

## Most unbusy

Dear GB Action,  
How long do you play the games before reviewing them? Only in your buyer's guide you state Navy Seals only has four levels but anyone who owns this game will know on completion of level four a fifth is added. So there!

**S Crook, Chorley.**

Admittedly we've not finished all the games reviewed in the buyers guide; many of them are oldies and have been and gone.

New games we get in are given the full work out though, but obviously we can't complete each and every game.

Some we hate and



## Compo Winners

### ISSUE 15

#### A FLYING LESSON

The winner of a flying lesson courtesy of Spidersoft is Susan Marshall from Berwickshire. The lucky lady can take a friend along with her, too.

#### 20 ALFRED CHICKEN BADGES & T-SHIRTS

Here are the twenty who actually thought about what they were going to write: Graham Lennie, Caithness; Robin Heinson, Essex; Matthew Scott, Lincoln; John Shearing, Surrey; Dave Burchell, Kent; Steve Parton, Birmingham; Peter Morris, Kent; Adam Stapleton, London; David Martin, London; Lee Foot, Devon; Paul Rodgers, Glasgow; David Berrelloth, Essex; Daniel Spiers, Northants; Peter Mitchell, Berkshire; Darren Savage, Norfolk; Russell Bethel, Kent; M. Watkiss, Halesowen; Richard Homes, Oxon; J. Pinner, Swindon; Andrew Leel, Aberdeen.

#### And here is a selection of the winning answers:

Why did Alfred Chicken cross the road?

To have a flutter in the betting shop.

Because he hit a contraflow.

His friends egged him on and so he decided to get cracking (p.s. only yoking).

To have a peck at Kenneth Cluck, Norman Fowler and Eggwina Curry.

Twelve times, because his braces were caught on the lamppost.

To avoid Bernard Matthews.

## Password pest

Dear Shaz,  
I'd like to comment on the overall question of level codes or game save facilities. Being an oldie Game Boy owner I find it frustrating to have to go back to the beginning of a game every time I pick it up and very much favour those games which make this unnecessary.

Would it be possible to indicate whether a game has a password/save game facility in your reviews and the buyer's guide, perhaps by the use of a symbol?

**Nick Rich, Herts.**

I never know which side of the fence to drop down on when it comes to save game facilities. On the one hand you don't have to keep ploughing through previously explored territories.

On the other it can take a lot of challenge and life span out of a game, although of course you can set yourself personal goals.

We do indicate in the main body text when reviewing a game whether it has a save game battery back-up or password system. You just have to read the whole review. As for symbols,

mmm possibly, but don't hold your breath.

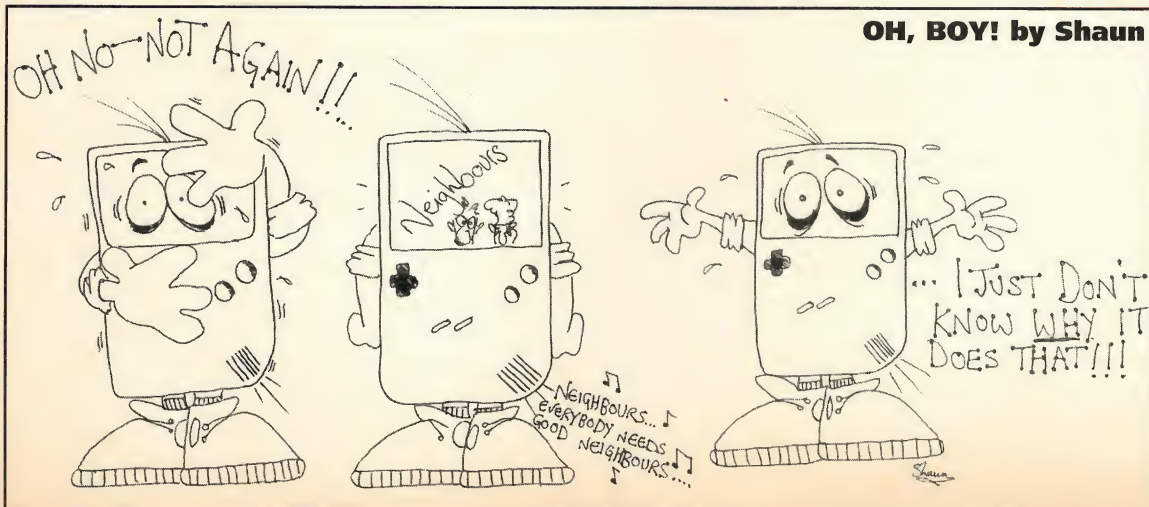
Don't feel embarrassed about being an oldie player. Adult usage is the fastest growing trend in the games industry with more than half of the 12 million Game Boy players beyond the teeny bopping stage.



Nintendo are currently enticing adults into the Game Boy arena with the advertising slogan Child's Play It Ain't.

They've recently launched Mystic Quest, aka Final Fantasy Adventure, and the role playing adventure Zelda is just around the corner, cited as being a favourite among older people.

Sports sims too are being flaunted, again games preferred by older people as opposed to fluffy wuffy romps with a dimple in their gait.



OH, BOY! by Shaun



# Very poor!

Dear Sharon,  
Whatever's happened to Cool World? I hated the film and am dying to see how good the game will turn out.  
**Tony Rooney, York.**

A flop of a film has done zilch for the promotion of the game and Cool World has bitten the dust. These things happen. The rather super Jeep Jamboree from Gremlin too is looking unlikely and unlikely to see the light of day.

**Gone and completely forgotten**



**Cool World**  
Kim but no cigar (?)



**Jeep Jamboree**  
Lost in the desert



**Blade Warrior**  
One legal fight too many

**PS, please don't send in stamped addressed envelopes because we're unable to reply personally to all your queries. Sorry!**

lob in the cupboard after arguing the toss over the poor unfortunate who has to review them.

Driving and sports sims and Tetris type puzzles can be sussed fairly quickly, and some we just



can't get enough of.

The whole team has finished Speedy Gonzales, both Andy and myself completed Dr Franken II before even putting finger to computer keyboard, Andy did the whole of Star Wars before scoring it, and so it goes on.

How long we spend on each game really does depend on how addictive we find it.

## Show time

**Dear Off the Wall,**  
Could you tell me when and where there will be an electronic games show where you will be able to see, play and buy games?

**Craig McKenzie, Farnham.**

Look on the newsie pages to get the latest on Live '93. The Future Entertainment Show will take place at the Grand Hall Olympia, London from 11th-14th November.

A word of warning; it'll be ticket only, so make sure you've organised this.

Tickets are priced £6.95 or £24.95 for a group of four. The hotline: 051 356 5085 is now open.

## Feel the force

**Dear GB Action,**  
I am a keen Star Wars fan. Three months ago I spotted The Empire Strikes Back in my local shop. This is some months before you reviewed it.

The first Star Wars is made by UBI Soft whereas The Empire Strikes Back is by Capcom. Have I bought the wrong sequel.

And why did it take you so long to get it?

**Darren, Warrington.**

Often a company does not have a licence to publish in the States so distributes its games under another company. The Empire Strikes Back is made by UBI Soft.

Capcom just deals with the US side of the operation. We could have reviewed the game many moons ago on import but decided that it would be more beneficial to wait until it came out on general release.

# Public EYE



**Pick away at all those Game Boy games, gnaw them into little bits, then let us know how they taste. Sweet and succulent or plain sour. Write to: Public Eye, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## TINY TOONS

**Konami**

This has to be one of Konami's masterpieces! It is one of the best platforms on the green screen. First of all, the graphics are so good it looks like you're watching the actual cartoon! (Except it's green, but who's complaining?)

The sound is so joyful you will soon find yourself humming along to the Tiny Toons tune! The fun never stops as you guide Buster, Plucky or Hamton through four totally toony levels.

You may encounter obstacles but never fear, there is help from the likes of Dizzy, Furbal, Fifi and Shirley the Loon! Also this game has two awesome sub games. Totally Tiny Toontastic, it's one game I would certainly recommend!

**Adrian Fernades, West Sussex.**

**SCORE 81%**



## NAVY SEALS

**Ocean**

Navy Seals is a movie licence from a pretty impressive film. It's a platform shoot 'em - up in which

your character has to trundle through four very samey levels. What's more you can practise any of them, making the game very surprise-less.

Presentation is the games only really strong spot with great graphics giving you an up to date view on what's happening. Music is OKish, but you'll soon get very frustrated with it all.

The animation is brilliant though, and you feel as if you are the character as he jumps, shoots and walks across varied terrain with good backdrops.

After reading this review you may think "Hey, this game doesn't sound that bad!" But believe me, if you had just paid out £25 for a game in which you just go bang and every enemy you shoot dies after just two shots, would you be happy? I personally don't think you would!

**Simon Essex, Gosport.**

**Simon will be lob volleying and abusing the line judges with Top Ranking Tennis!**

**SCORE 57%**

## JOE AND MAC

**Elite**

Joe & Mac is a totally wonderful conversion of the arcade game. You control little Mac through six brilliant levels of jurassic dinosaur stomping gameplay.

Mac can pick up five different weapons such as flintstones and boomerangs. The level guardians are superb.

The first end of level bad guy is the T-rex, who stands about 12 times bigger than you do, but this guy is far too easy.





## BLADES OF STEEL

Konami



The Game Boy is hardly spoilt for choice with ice hockey games, but this cart is sheer class. After the title screen rolls down you get the chance to select anyone of the eight teams all with their own attributes and shortcomings!

The choice of three skill levels range from junior (easy) to professional (hard). You can then jump straight into a tournament or exhibition match or hone your skills on the practise mode.

When a match actually begins you are thrown straight into some

fast paced thumb blistering action. The sprites are clear and bold and the computer controlled teams are no walkover!

Some people may get put off by the repetitiveness of the whole thing. However it is still the best ice hockey sim on the monochrome marvel by far.

With plenty of gaming involved really well to invest in this one! No kidding matey.

*Kevin Pugh, Scotland.*

**SCORE 70%**

## GREMLINS 2: THE NEW BATCH

Sunsoft

Based on the movie of the same name, Gremlins 2 is a platformer much like Mario Land but more exciting and in places more interesting. Unlike Mario Land, you kill the enemy by stabbing them a couple of times with a pencil that you find near the start of the level.

Other weapons include a musical note to hurl at the enemy and a tool box to protect you from five hits. This game has all the great elements of a platform game: moving platforms, springboards, conveyor belts and great gameplay.

Four way scrolling makes for a lots of exploring. It's pretty tricky and the end of level

bosses really keep you on your toes!

One nice touch is the way the game revolves so much around the plot of the movie. Almost every feature in the game has something to do with the movie. This is surely the most worthy film licence yet!

The only problem with this game is that there is only four levels. But they are so well designed and enjoyable you won't mind playing them again and again. And as I said, the game is quite tricky!

*Liam Salomone, Southall*

**SCORE 90%**

I have had this game for around three months, but still can't complete it. This is an

excellent game and is a must for all you platform freaks.

The music in the game is as good as the arcade and I feel that this game would be better if it had a built in two player mode.

Another problem is that you sometimes find it hard to see Mac because he blends into the background. I would say this game is excellent!

*Ben Trinder, Surrey.*

**SCORE 41%**

# Dream On

**Ever dreamt of your ideal Game Boy game, the real winner that'll zoom straight to the top of the charts and earn you trillions of bucks? Dream on...**

## JFK

The film licence we've all been waiting for! A slambang shoot'em-up with exciting paranoid elements! It is 1963, and you are General Y. It is your task to set up a successful conspiracy that results in the assassination of John Fitzgerald Kennedy, the President of the USA.

You interact with confused lone gunmen, blackmail-crazy Mafia hoodlums, disgruntled Cuban freedom fighters betrayed in the Bay of Pigs, and your fellow generals, upset that Kennedy may (or may not) be about to withdraw all troops from Vietnam.

In the second level, you have to position all the elements you've gathered in the first half and situate them in Dealey Plaza on 22nd

November. What use will you make of The Umbrella Man, Lee Harvey Oswald, the Suspicious Hobos, Jack Ruby, the Bogus Secret Service Agents, Lyndon B Johnson, the Woman in the Red Raincoat, Richard Nixon, the Grassy Knoll, Abraham Zapruder, and other equally suspicious characters?

Can you assemble your various shooters with their mail-order rifles in the crossfire points that will lead to Kennedy's head being blown off (back and to the left) and you winning the game?

**Rob**



## MR BLOBBY'S BINGE

Mr Blobby's task is to become head honcho at the BBC by humiliating as many big cheeses and 'personalities' as possible before the ultimate wind up of Noel Edmonds himself.

His task is to roam around the corridors of the BBC until he spots a potential victim. The list includes Jeremy Beedle, Sonia, Jimmy Hill and Dominik Diamond among others.

Putting them in uncompromising positions is the name of the game and Blobby has to undergo an

arcade style romp to find accessories and recruit accomplices.

Along the way he may need to do a few jobs such as a successful bungee jump or a record breaking step aerobics session to earn money to pay his new pals for their troubles.

Once he's collected all the necessary bit 'n' pieces (eg, bucket of gunge, monk's outfit, dodgy script) in the right order and assembled them correctly for the task required of him, his contract at the Beeb is lengthened.

**Sharon**

**Why not let us know about the games you crave to be designed. Who knows, we may feature them in the mag. Write to: Dream On, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**



**God made him simple. Science made him a God. But can the Lawnmower Man really use his divine powers to pull it off on the Game Boy?**

# MOWING THE

**G**ames publishers Storm/The Sales Curve have been in the computer games field for nigh on five years and are now in the process of setting up shop over in the States.

The Lawnmower Man, due for a Game Boy release around Christmas time this year, is their first licensed movie related game.

Although more often than not a licence does indeed guarantee the success of a game, (look at Home

the game a massive push, hopefully, in the right direction.

The film itself came out on general release way back in Easter 1992 and the game licence was scooped up just 24 hours before the movie premiere.

Originally the movie started out as a fairly low key VR affair, yet captured so much attention with its ground breaking special effects that it gained in stature and steadily climbed to the higher rungs of the big time movie ladder.

## Grass cuttings

The computer game currently being developed on all formats will be launched in conjunction with the film's sequel which starts shooting pretty soon.

Discussions with film production company Angel Studios have been underway ever since the decision was taken to give Lawnmower Man the full film conversion treatment.

The first film has, to a certain degree, been slated because the average bloke on the street thought there was far too few graphics thrown into it.

Don't worry though, the sequel will have a much bigger budget and will also involve much more interaction. A totally fascinating production, it is due for an early 1994 release in the States.



Alone 2, it crash walloped into the charts for a brief period of time), this shouldn't be the case.

Storm agree but still feel that games players of today want more street cred and identification in the products they buy. Securing a big name is therefore essential to give



The game itself will be a sort of 50/50 split insofar as it will incorporate many elements from the first film while also selecting a number of items from the second.

The programmer in charge of the hand held operation, already in its tenth month of development, has previously done Double Dragon on the Game Boy.

Erm, that doesn't really bode well does it. You've got to start somewhere though I s'pose and since the GB game is a straight or as near to it damn it conversion of the game on the Super Nintendo, the floor boards have already been laid.

Now it's more a matter of rescaling the graphics to suit the wee machine's capabilities.

Although in theory the game programmer gets handed the whole game design on a plate from which he can work, it doesn't necessarily follow this path and many bits are being invented just out of basic necessity really.

## Hay fever

And how about problems in the course of the design? Well, first and foremost, the Super Nintendo version has Mode 7 graphics which means that the graphics can rotate and look as if they're 3D.

Obviously this is about as doable on the GB as Sonic dressed in red dungarees. Graphics can't be rotated on the GB and so pretend effects have had to be created.





# E LAWN

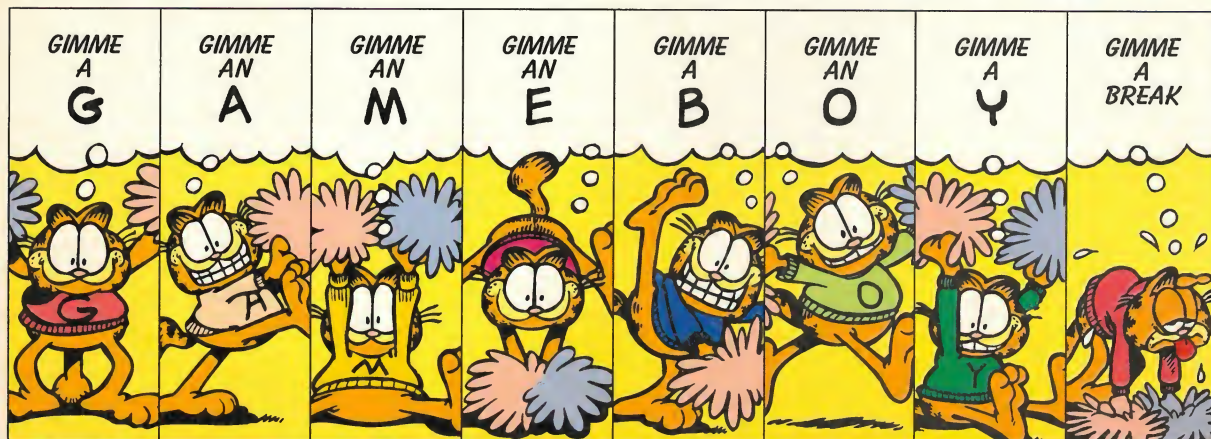


The game will be split into two huge levels. You, as Dr Angelo, fly through one world to another scrolling level and will ultimately get to confront the end-of-level baddies which are mostly in 3D.

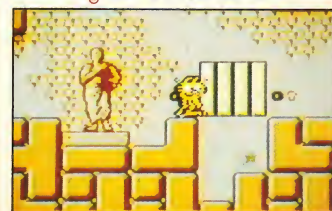
Your basic fare is a platformer but the game will portray a real mix of genres with 3D invader type stuff in one level and even an IQ test in a later section.

Concentration has been heavy on the sprites and gameplay over anything else. Digitised parts of the film have also been included with people being filmed against a blue screen moving around, running, jumping and punching.

The belief is that on the Game Boy there is precious little innovation left. Storm hope to rectify this. Let's hope the fruit of their labours pay off with a successful conversion of the high tech virtual reality movie. **Sharon**



**GARFIELD**  
ON **GAME BOY**



GB ACTION 86% 'This rates as one of the greatest accessories any fan could ever ask for!'

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**HEMCO**



# BUYER'S GUIDE

**Every game under the sun is jammed in here. All in order with everyone of them in their own section. Flick through and ponder over which one you would buy...**

## PLATFORMS

### Addams Family OCEAN

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie.

80%

### Adventure Island HUDSON SOFT

A playable if not overly difficult romp taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to heavily slate either.

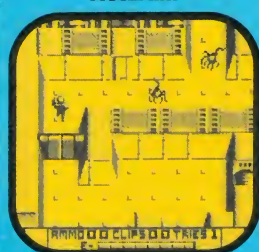
70%

### Adventure Island II HUDSON SOFT

Almost a clone of its predecessor in that there's no imagination whatsoever. It's ultimately too easy and nondescript. Definitely not adventurous, but worth its mark if taken in isolation.

66%

### Alien 3 ACCLAIM



The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens.

90%

### Amazing Spider-Man ACCLAIM

Graphically the man with the sticky stuff is excellent but the controls are a little touch too dodgy and unresponsive. It offers plenty of beat'em-up elements, along with a whole whack of web-slinging.

50%

### Asterix the Gaul INFOGRAMES

A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique

about it and very much in the Mario vein, but plenty of finger flexing to set your nerves a-leaping. By toutsais!

82%

### Balloon Kid NINTENDO

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. A bit too tedious all in all.

71%

### Bart Simpson's Escape from Camp Deadly ACCLAIM



A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full on food fight? With arcadey overtones and lots and lots of challenging layers, this will certainly take some beating.

86%

### Batman SUNSOFT

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies.

80%

### Batman: Return of the Joker SUNSOFT

Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and well snazzy graphics complement the gameplay. Loads of mileage for your hard earned money assured. That Joker returns once more!

87%

### Bill and Ted's Excellent Game Boy Adventure ACCLAIM

A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace. Will keep you air guitaring for ages.

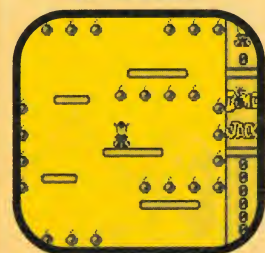
90%

### Blues Brothers TITUS

A true merry go round of fun and frivolity as you get to cruise up and down stairways and along pulleys in the search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land.

90%

### Bomb Jack INFOGRAMES



A very simple but addictive arcade conversion in which you boing around the screen destroying fused bombs. 60 levels in total to negotiate with if you don't happen to find it too tedious.

80%

### Bubble Bobble TAITO

A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Packed full of fun but the password codes make it easier than it should be.

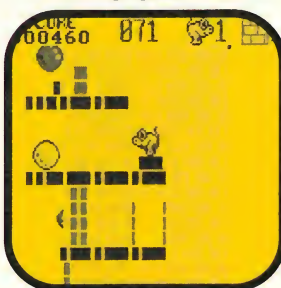
87%

### Bubble Ghost FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A pleasant and frustrating sort of game that's certainly difficult enough for those hardened gamers who think that platform romps are easy.

90%

### Castelian STORM



An impressive and challenging game that'll stretch your memory, reflexes and skill as you work your way up to the top of seven different towers. The time limit leaves no room for error and it can get annoying at times.

65%

### Castlevania 2: Belmont's Revenge KONAMI

A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a glorified platform romp as you swing around on ropes and

grapple with castle keepers for your life.

86%

### Dragon's Lair ELITE

Incredibly hard but dead beat playable all the same. Graphic detail is super stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer.

88%

### Duck Tales CAPCOM

Set over five levels, there's plenty of exploration to get on down to. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic?

81%

### Edd the Duck LASERBEAM



Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or classicness to make it too memorable. Edd's a zippy mover, perhaps too much so at times as just sheer momentum rather than skill carries him through some levels. Not bad but a bit irritating.

77%

### Felix the Cat HUDSON SOFT

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw.

70%

### Fire Fighter MINDSCAPE

Quite a nice little attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block etc. It's hard work with some fiery obstacles, but does lapse into poor taste.

78%

### Home Alone TOY HEADQUARTERS

A sad film has become an even sadder game and complete dross is what you get. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culin himself, as you endlessly leg it around your own home, alone. Very poor!

25%

### Home Alone 2 TOY HEADQUARTERS

Superior to the first Home Alone but that's not saying an awful lot.

An empty, humourlessness game with a poxy four levels and slow, awkward controls to boot. Amazingly yawnsome.

40%

### Hook OCEAN

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay make for a sure fire treat. Recommended!

85%

### Joe and Mac ELITE

A clobberingly groovy good platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels.

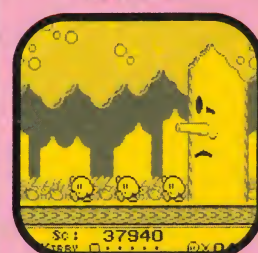
89%

### Kid Dracula KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short.

84%

### Kirby's Dream Land NINTENDO



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability.

89%

### Looney Tunes SUNSOFT

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not too long lasting.

90%

### McDonaldland OCEAN

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac.

80%

### Max INFOGRAMES

A very barren, very very short platformer that's forgettable. Max is a cute character but he can't rescue the failing and somewhat sluggish gameplay.

60%



## Mega Man I, II and III

CAPCOM

All three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega!

90%

## Parasol Stars

OCEAN

Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need tons of stamina and intense concentration to make any headway at all.

76%

## Popeye 2

ACTIVISION

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find.

83%

## Pop Up

INFOGRAMES

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard.

61%

## Pugsley's Scavenger Hunt

OCEAN



Not half as entertaining, nor nowhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum.

71%

## Rodland

STORM/SALES CURVE

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless well worth a play about on.

79%

## Spider-Man 2

ACCLAIM

The webbed wonder makes a comeback in this sequel which hosts six richly diverse levels around the streets, warehouses and down the sewers. It's a bit fiddly at first, but patience pays off, so web sling away!

80%

## Spider-Man 3

ACCLAIM

Old web pants returns in a horribly difficult adventure that may even see off the roughie toughies of GB players. Spidey is beautifully animated and has a neat assortment of moves to be used in all types of situations, but, be warned, huge heaps of mind-warping frustration may overtake your fun intake.

83%

## Super Hunchback

OCEAN

Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any platform nut.

91%

## Super James Pond

OCEAN



Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to fully occupy you. It's also a mite difficult to see what's going on at times on account of the black backgrounds.

80%

## Super Mario Land

NINTENDO

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from gameplay. One to keep coming back to.

92%

## Super Mario Land 2

NINTENDO



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game.

90%

## Tiny Toon Adventures

KONAMI

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems.

89%

## Titus the Fox

TITUS

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Crazy platform action with a cute fox thrown in for good measure.

67%

## Universal Soldier

ACCOLADE

Wielding more punch than Rocky this is non stop action all the way

with a great control system and an array of moves to master. Tons of maiming and killing to be had. Jean Claude Van Damme it's good.

80%

## BEAT'EM-UPS

### Battletoads

TRADE WEST

Time to set about rescuing your pals in a clobber happy battle with shades of the platformer chucked in there. A great little game that's action all the way.

91%

### Double Dragon

1, 2, 3

ACCLAIM



The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less.

25%

### Lethal Weapon

OCEAN

Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a lack of moves to perform, making it more dull and boring than exciting.

72%

### Pit-Fighter

TOY HEADQUARTERS

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. That's it!

33%

### Raging Fighter

KONAMI



A slap happy, stumble over your shoe laces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. Really quite middle of the range.

74%

### RoboCop 2

OCEAN

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look.

73%

### Teenage Mutant

Ninja Turtles

ULTRA GAMES

Will they ever stop taunting us

with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem a game.

59%

### Terminator 2

ACCLAIM



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to soften. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time.

84%

### Terminator 2: The

Arcade Game

ACCLAIM

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just exactly what you're supposed to annihilate.

76%

### WWF Superstars

1, 2 & 3

ACCLAIM



The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out.

54%

## SHOOT'EM-UPS

### Asteroids

ACCOLADE

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the old 'Boy and is very barren, yet holds tons and tons of nostalgia.

73%

### Centipede

ACCOLADE

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it just might become a little wearisome sooner rather than later. An old classic back from the dead, the centipede is bigger and badder than before.

60%

### Drop Zone

MINDSCAPE

A golden oldie to hit the Game Boy with all the concentration on

gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal.

77%

### Faceball 2000

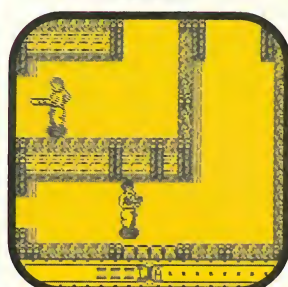
BULLET-PROOF

Basically Pacman in 3D as you travel at break neck speeds around a maze of corridors, zapping hoards of others in your way. The fun really starts when up to four players begin to compete.

76%

### Fortified Zone

JALECO



Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but very little thought to beat this.

65%

### Hunt for Red October

HI TECH EXPRESSIONS

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of nuclear armed enemies. Straightforward, with tricky little bits and really nice presentation.

65%

### Navy SEALs

OCEAN

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough.

73%

### Nemesis

KONAMI

Widely regarded as the ultimate definitive blast on the diddy screen, and quite rightly so. It's a fast paced action, reflex palaver right from the off and quite a tough one to get your teeth into.

86%

### Nemesis 2

KONAMI

Much the same as its forerunner but even tougher, faster and more adrenalin burning. Right from the off you need 100% dedication and 101% perfection on the reflex front. Will you ever reach the end?

90%

### Pang

HUDSON SOFT

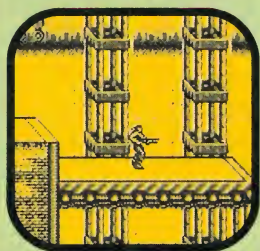


Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm.

74%



### Probotector KONAMI



Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot.

91%

### R-Type IREM

Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Great excitement is assured as you streak across space avoiding the taste of death.

82%

### R-Type II IREM

Venture into the blackness of space for a blasting freak's dream. Baddies are a teensy bit tougher than in the predecessor while the backdrops are also more detailed but the set-up is unchanged.

88%

### StarHawk ACCOLADE



Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds lack originality.

69%

### Star Trek ULTRA GAMES

A game that boldly goes where so many other games have gone before. Plenty of levels but warp drive is about as fast as a Robin Reliant uphill, and all the planet wandering becomes a bit lame.

60%

### Xenon II MINDSCAPE

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane.

63%

## DRIVING GAMES

### Days of Thunder MINDSCAPE

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. It's smoothish and pretty hard but a bit too bland.

41%

### Ferrari Grand Prix Challenge ACCLAIM

It may have all the mod cons and technical stuff but frankly it's

downright boring with too little challenge. Very poor indeed.

49%

### F-1 Race NINTENDO

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one helluva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats.

88%

### Motocross Maniacs PALCOM



Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim.

80%

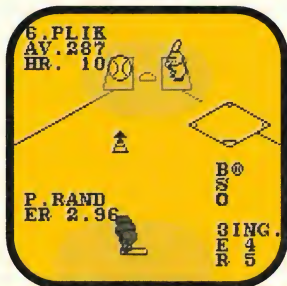
## SIMULATIONS

### All-Star Challenge 2 ACCLAIM

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is somewhat limited.

74%

### Bases Loaded JALECO



A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money.

87%

### F-15 Strike Eagle MICROPROSE

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. Catch that pigeon!

87%

### George Foreman's KO Boxing ACCLAIM

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Totally rank gameplay and even ranker graphics, this game is absolutely awful. George, please get a life, and some hair!

24%

### Hit The Ice TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey.

73%

### Jack Nicklaus Golf TRADE WEST

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master it but it's enjoyable to try. Definitely a must.

80%

### Jordan Vs Bird ELECTRONIC ARTS

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might.

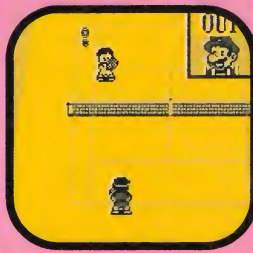
73%

### Mario Golf NINTENDO

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a perfect sim for budding enthusiasts with plenty of different holes to negotiate. Fore!

80%

### Mario Tennis NINTENDO



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. It's fast, addictive and four difficulty levels call for tactical thinking.

89%

### Phantom Air Mission ACTIVISION

An ambitious attempt at a flight sim which, on the whole, works out quite well. Inbetween take-off, sorties and refuelling you have to use your radar to track down enemy craft. Unfortunately each mission has a somewhat uncanny resemblance to the last so you may get bored early on.

72%

### Side Pocket NINTENDO

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes.

63%

### Speedball 2 MINDSCAPE

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt.

A true hand held conversion of the Amiga classic.

60%

### Tip Off IMAGINEER

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves. A really bad basketball sim.

64%

### Top Gun KONAMI

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies.

67%

### Track and Field KONAMI

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile.

90%

## PUZZLERS

### Boxxle FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. A real brain teaser and a pleasant change from the run-of-the-mill offering.

76%

### Boxxle 2 FCI

Over 120 levels of pleasure and punishment to be gained moving little boxes around and slotting them into the right place. A very engrossing puzzler and one to really twizzle the grey matter.

80%

### Brain Bender GREMLIN

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you mad.

59%

### Dr Mario NINTENDO

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all in all considering the cool Dr Mario connection thrown in there.

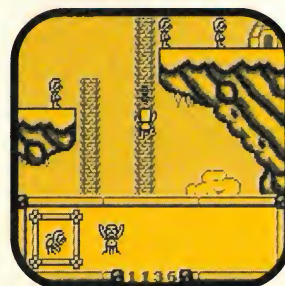
42%

### Garfield KEMCO

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains.

87%

### The Humans GAMETEK



Plenty of mind bending puzzles destined to contort your thought patterns as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline if that's your cup of tea. If not it might get a little bit tedious and not much of a Jurassic lark. Top rival to the classic Lemmings.

87%

### Kwirk ACCLAIM

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes.

88%

### Marble Madness MINDSCAPE

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny corridors to negotiate.

62%

### Q\*bert NINTENDO

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable.

83%

### Splitz IMAGINEER



A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill required. Excellent fun. Elvis spotted in Game Boy game!!!

85%

### Tetris NINTENDO

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate!

95%

### Yoshi's Cookie NINTENDO

A bit similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match up similar ones to make them disappear. The further in you get the faster they fly

76%

## ROLE PLAY

### Battle of Olympus IMAGINEER



Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the strange and freaky characters who offer you clues and set you on your many missions.

87%





### Mystic Quest NINTENDO

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat.

85%

### Prince Valiant OCEAN

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get little reward for your exertions.

65%

### Robin Hood: Prince of Thieves MINDSCAPE

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, but well worth the effort if you stick with it.

85%

### Ultima: Runes of Virtue FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging.

79%

## MISCELLANEOUS

### Bart Vs the Juggernauts ACCLAIM

As Bart Simpson you must master the total art of skate-boarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right.

85%

### Battleship MINDSCAPE

A modernised version of the dated classic board-game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest.

67%

### Caesar's Palace OCEAN

Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look.

77%

### Chessmaster HI TECH EXPRESSIONS

A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Recommended to all you budding chessmasters out there in the great beyond!

91%

### Choplifter II JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up.

78%

### Crash Dummies ACCLAIM

A quite original and chuckalicious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. All too easy to get actually hooked on. Clunk click, every single trip!

87%

### Paperboy MINDSCAPE

A dated and frankly quite boring game in which you deliver newspapers around suburbia, dodging dogs, grids and grumpy neighbours, oh how thrilling!

56%

### Paperboy 2 MINDSCAPE



Not much improvement has been made. It's still just as tedious as the first Paperboy and a daft idea anyway. Slow, boring and very cumbersome, this is one that's instantly forgettable.

54%

### Populous IMAGINEER

Want an intense personal challenge with a learning curve? You've got one. Want to play God? You ARE God! Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing.

91%

### Rampart MINDSCAPE

Build or die in a medieval heaven involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for much rougher onslaughts.

83%



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but gameplay overrules that with ease.

90%

# RECOMMENDED

## GB ACTION'S JURASSIC SPARKS...

### Alfred Chicken MINDSCAPE

With so many bits 'n' pieces chucked in here, this soon becomes impossible to put down, developing into an impressive game playing extravaganza. Colourful and snappy, Alfred is deemed for greatness.

92%



### Lemmings OCEAN

You guide a bunch of gormless furry nitwits across varied terrains, picking lemmings for certain tricky tasks. Charismatic gameplay and 100 brain twizzling levels make for one stormer of a cart.

95%

### Best of the Best: Championship Karate LORICEL

Identical to the SNES game and just as much bone crunching and face bruising fun. It's really fluid and very realistic, smouldering with fighting spirit. There's loads of moves to learn and tons of detail.

93%

### Parodius KONAMI

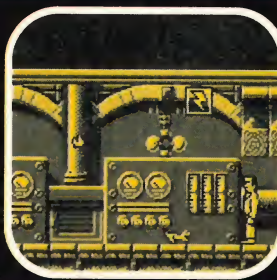
Cute 'n' colourful as well as challenging, this parodies the traditional blast'em-up. You now meet belly dancers and dancing pigs among others. All great revelry and tremendous fun.

90%

### Dr Franken ELITE

Ghoulis goes on see Franky searching a Gothic castle for the bits of his girlfriend (sic) Bitsy. Solve diabolical puzzles in this graphically and sonically quite magnificent game. Gameplay too is faultless.

92%



### Prince of Persia MINDSCAPE

You can almost taste the Turkish delight in this sophisticated platformer that combines teasing dilemmas with pinpoint action. The silky smooth animation and agility of the prince break into new grounds on the 'Boy.

90%

### Dr Franken II ELITE

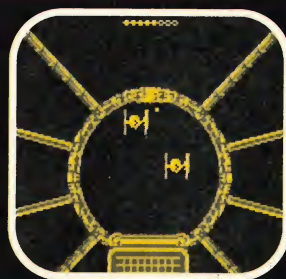
Pure entertainment all crammed into one mega game as Franky returns. Graphics are amazing, tunes are funky and gameplay is hard to beat. A totally fabulous arcade adventure but not as long lived as its forerunner.

87%

### Star Wars UBI SOFT

Lasting and absorbing, it follows the plot of the film with enough platform, beat'em-up and puzzling action to cater for every whim. With characters and music from the movie, it's a great challenge.

92%



### Super RC Pro Am NINTENDO

An amazingly smooth, high powered race is the treat you're in for with this amazing little squealer. Pure pleasure to be had from a plethora of race tracks to try out.

89%

### The Empire Strikes Back UBI SOFT

This sequel to Star Wars is a towering monster of a game and a mammoth task to get through with more levels, more options and more puzzles than ever to keep you glued to your screen.

93%



### Krusty's Fun House ACCLAIM

Krusty's house is infested with rats. By the strategic placing of blocks he must guide them to their doom. Lastability is high as each flummoxing level fries your brains to a frazzle.

92%

### Top Rank Tennis NINTENDO

At last! A new tennis game! The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast, and groovy with it.

90%



# Free Classified

## SWAPS

Dear Matthew Dunham, You may recall a few months ago you agreed to swap my Bart Vs The Juggernauts for your Krusty's Fun House. I sent my game but never received your game. So send me Krusty's, return my Bart or send me £15 to cover the cost of my game. If you don't choose one of these, I will take further action. Yours faithfully, M Penhale.

Swap my Duck Tales without instructions for your Joe and Mac. Tel: Matthew on 0533 812877.

Swap my WWF I, Mega Man II, Castlevania II, Terminator 2 or Super Kick-Off for Tiny Toons, Mario Golf, Track and Field, Prince of Persia or any other good games. Ring Matthew on (0634) 574779.

Swap Spy Vs Spy. Please phone 0204 32599 and ask for Dean with offers.

Swap Chase HQ with box and instructions for Tennis, boxed please with instructions. Phone Michael on (0256) 764707.

I will swap Super Mario Land, Fortress of Fear or Mega Man for Alfred Chicken, Crash Dummies, Dr Franken, Parodius, The Humans or Populous (2 for 1). Ring 081 303 6211, ask for Andy.

I will swap my Mega Man and Star Wars, rated 90% and 92% respectively. Both are boxed and have instructions. I would like Super Mario Land 2, Super Hunchback, Alfred Chicken, Mystic Quest and The Empire Strikes Back (game to be swapped must have instructions). Ring Richard on 081 660 7312.

I'm in desperate need of new games to play, so I'll swap my Pacman or Adventure Island for any of these (with cases, please): Dr Franken, Lemmings, Crash Dummies or Joe and Mac. Swaps by post only. Phone Emily on (0527) 892948. Thanks!!

Swap my Skate or Die: Bad 'n' Rad for your McDonaldland. Tel: Matthew on 0533 812877.

Swap Qix, Mega Man, Ninja Gaiden, Dynablast, Super Mario Land, Solomon's Club, Othello, TMNTurtles or Harmony for Faceball 2000, Monopoly, Populous, Parodius, Joe and Mac, T2: Arcade Game, Bill and Ted, Nemesis or Star Wars. Phone 010 353 25 31182 (Ireland), ask for Patrick.

Swap my Terminator 2 for Alfred Chicken, Lemmings or Alien 3. Tel: Daniel on 0533 812877.

I will swap my WWF 2 for your Hook, Lemmings, Populous or any other good game. Phone 0322 222793, ask for Paul.

Swap Lemmings or Addams Family for Super Mario Land 2, Populous, Nemesis, Mario Tennis or any other good game. Call Andrea on (0920) 822628 after 6pm, Herts.

Will swap my Final Fantasy Adventure (Mystic Quest) for Final Fantasy II, Battle of Olympus or Lemmings. Phone Richard on 0980 625504, must be boxed with instructions. I'm waiting for your call!

Swap Hook or Dr Franken for Super Mario Land 2 or Battle of Olympus. Call Josef on (0455) 613768. I'm in the Hincley area.

Swap my Dr Franken for your Super Mario Land 2, has to be boxed with instructions. If interested please call Toby on (0923) 282344. Please hurry and phone any time at the weekend or after 5pm on week days.

I will swap my Kirby's Dream Land for your: Mario Golf, F-15 Strike Eagle, Race Drivin', or Walker (Amiga). Ring Gavin on (0252) 870367.

Will swap my Game Boy with 3 games, headphones, 2 player link cable and adaptor for your SNES with 2 games and 2 controllers. Games must include Street Fighter II. Game Boy games include Bart Vs Juggernauts and Tetris. Phone Nicholas on (0945) 870446 between 5-9pm week days and any time at weekends.

I will swap my Tiny Toons for your Krusty's Fun House or Joe and Mac. Phone 0942 862110 and ask for Richard. Hurry! First come, first served.

I will swap my Terminator 2 (84%), Gargoyle's Quest (89%), Adventure Island (77%), or Super Mario Land (94%) for your Monopoly, The Chessmaster, F-1 Race or Tennis. Interested? Well phone Andrew on (0792) 864358.

I will swap my Super Hunchback, Dr Franken or Boulder Dash for your Kirby's Dream Land, Probotector, Rodland, Dig Dug or The Humans. Phone Nick on 0734 816903.

I will swap my Gargoyle's Quest for F-15 Strike Eagle, Populous or Rampart. Phone Christian on 0554 820667 if interested after 6pm.

Game Boy games for swap: Star Wars, Prince of Persia and Castlevania Adventure for Speedball 2, Populous or Crash Dummies. Tel Jamie on (Hitchin) 0462 431527.

I will swap my Game Boy with 4 games for Super Nintendo with 1 or 2 games. Call Greig on (0705) 469970 any time!!

Swap my Crash Dummies for your Battletoads 2. Tel: Daniel on 0533 812877.

I will swap my Mega Man III, Bugs Bunny Crazy Castle, Revenge of the Gator or Bart/Camp Dearly for your Dr Franken, Best of the Best, Prince of Persia, All-Star Challenge 2, Top Ranking Tennis or any other great games. Tel: 0277 650161 (Essex) and ask for Tom!

Will swap Double Dragon boxed with instructions in immaculate condition for Tennis boxed with instructions. Ring Russell on (0377) 47370.

Swap Mega Man II for Krusty's Fun House, Parodius, The Empire Strikes Back or other very good games. Tel: Chris on (0386) 860330.

I have 16 Game Boy games up for swaps!!! They include Kid Dracula and Top Ranking Tennis. Call David on 0942 31337.

I will swap TMNTurtles 2, Nintendo World Cup or Motocross Maniacs for Tiny Toons, Probotector or Nemesis. Also swap WWF on the NES for WWF 2 on the Game Boy. Phone Robert on (0993) 843270.

I will swap Dr Franken (rated 92%) boxed and with instructions for one of the following: Alfred Chicken, Mystic Quest, Super Hunchback, Populous, Super RC Pro-Am and Super Mario Land 2. Game to be swapped must be boxed and have instructions. Ring Richard on 081 660 7312.

Yo! Super Mario Land to swap for Mega Man II, Addams Family 2, Terminator 2, Parodius, Populous, Top Ranking Tennis, Mercenary Force, Tiny Toons or Jeep Jamboree. Phone Andrew on 0460 281649, be quick!!!

I will swap King of the Zoo or Ghostbusters 2 (boxed) for Kirby's Dream Land, Krusty's Fun House, Looney Tunes, Tiny Toons or Phantom Air Mission (must be boxed). Call Wayne after 5pm on 0772 391199.

Swap Duck Tales on Game Boy for Populous (or similar) and Super Kick-Off. Or swap Monaco Grand Prix on Sega Game Gear for Populous and Sonic the Hedgehog (no alternative). Sorry, no phone. Please write with best offer to: Ian Bibby, Flat 17, Sandridge, 420-422 North Promenade, Blackpool, Lancs FY1 2BY.

Swap The Empire Strikes Back and Mega Man III, both boxed with instructions. Phone Dean on (0204) 32599 with offers.

I will swap my Super Mario Land for Prince of Persia, Jeep Jamboree, Joe and Mac, Crash Dummies, Mega Man II or Star Wars. Phone John on 0360 40701 after 4pm, Scotland.

Swap my Gargoyle's Quest for your The Empire Strikes Back. Tel: Daniel on 0533 812877.

I will swap Castlevania Adventure or The Flash for Dr Mario or Dr Franken. Call Oliver on Milton Keynes 234885 at about 3-4pm.

Will swap my Motocross Maniacs or Double Dragon for your Dr Franken, Bart I or 2, Best of the Best, or any other decent Game Boy games. Phone Ben on (0952) 820673.

I will swap Dr Franken for Jeep Jamboree, Kirby's Dream Land, Krusty's Fun House or any good game. Phone Tom on (0782) 639278 after 6pm week days.

Will swap Batman: Return of the Joker (new, mint condition, boxed and instructions) for Final Fantasy Legend II or Terminator 2. Contact Tim on 0372 274042 after 6pm week days.

Will swap Fortress of Fear for any good games. If interested contact James on (0953) 455520 on weekends and after 4pm on week days.

Will swap Snoopy's Magic Show or Super Mario Land for any good games. Phone Jane on (0670) 731694, Cramlington.

Will swap Joe and Mac, All-Star Challenge 2, Tennis, Speedball 2, or Super Hunchback for Jeep Jamboree, Top Ranking Tennis, Alfred Chicken or any other great games. Contact Matthew on 0286 831145.

I will swap my Dr Franken, Star Wars or Metroid II for your Krusty's Fun House, Hook, Jack Nicklaus Golf or Lemmings. Must be boxed with instructions. Phone Jim on (0603) 860162.

I will swap my Super Nintendo with 2 joypads and 2 games including Mario Kart, boxed as new, for a Game Boy with at least 7 games. Must be good condition. Ring David on 0482 43115, must be in Humber side area.

Will swap Tiny Toons, Prince of Persia or Mega Man for most good games (1 for 1). Phone John on (041) 634 5028, don't delay!

I will swap my Super Mario Land I or 2 for Best of the Best, Top Ranking Tennis, Lemmings, Star Wars, Populous or any golf games. Games must be boxed with instructions. Phone Matt on (0246) 419277 (Sheffield) after 4.30pm on week days.

I will swap Home Alone 2 and Dr Mario (together) for any one of these games: Populous, Prince of Persia, Crash Dummies or Super Mario Land 2. Phone Barry Graham on 0295 256964, or write to: 6 Cranleigh Close, Banbury, Oxon OX16 9NJ.

I will swap WWF 2 for Star Wars or Probotector. Must have case and instructions. It doesn't have to come with a box. Write to Bradley Watson, 20 Snowberry Court, Langthorne Road, Leytonstone, London E11 4HP.

I will swap Missile Command for Looney Tunes. Must be boxed. Phone Matthew on Wimborne 886242. No canvassing please.

Hey, I'll swap The Humans for Lemmings. Tel: 081 440 5347, ask for Sam. Hurry!

Swap my Mega Man for your Krusty's Fun House. Tel: Matthew on 0533 812877.

I have Universal Soldier, Robocop 2, Super Kick-Off, Super Mario Land and Probotector. Will swap for Looney Tunes, R-Type 2, Crash Dummies or any other good games. Phone Joe on (0708) 223161 after 5pm.

Swap Kirby's Dream Land or Tiny Toons for Super Mario Land 2 or Super Hunchback. Call now on (0858) 880803 and ask for Robbie.

I will swap my Sega Game Gear with 3 games and an adaptor for your Game Boy with 6 games and an adaptor. Number of games negotiable. Phone Kerri on 0266 658881.

Swap Super Mario Land 2, Krusty's Fun House or Battle of Olympus for Alien 3, Alfred Chicken, Tiny Toons or Battletoads. Write to: Lee Anderson, 42 West Hill Grove, Kings Norton, Birmingham B38 9RP.

Will swap Addams Family for Kirby's Dream Land, Tiny Toons or Joe and Mac. Phone Lee on 0533 772956.

I will swap my Paperboy, Gremlins 2 or Nintendo World Cup for most decent games. Call Nick on 0734 477523. Thanks!

I will swap Metroid II, WWF 2 or Super Mario Land 2 for Star Wars, Probotector, Track and Field, Lemmings, The Empire Strikes Back or any other games. Also looking for a magnilight between £5-8. Ring Bradley on 081 478 0148.

Will swap Game Boy with 6 games and Action Replay (games are Crash Dummies, Alfred Chicken, Kirby's Dream Land, Bart Simpson, Metroid II and Tetris) for SNES with 1 or more games. Phone Alex on 0320 6534.

Will swap Alien 3, Super RC Pro-Am, Super Kick-Off or Mega Man II for Best of the Best. All with instructions. Ring 0222 341622, ask for Alex between 4-6pm week days please!

I will swap Duck Tales or Super Mario Land for Lemmings, Alfred Chicken, Super RC Pro-Am or any good game. Write: Lisa, 74 Devon Road, Frankley, Birmingham B45 0NP.

Will swap my Mario Golf and Nintendo World Cup for Batman: Return of the Joker or Adventure Island II. Ring Jamie on (0782) 618302 any evenings after 6pm.

For swap: my Nintendo World Cup, boxed for instructions. Swap for Top Ranking Tennis, International Football, Track Meet, Tip Off, Super Kick-Off or any good Game Boy games. Contact Karl on (0298) 812279 after 4.15pm.

Swap my Dr Franken for your Asterix the Gaul. Tel: Matthew on 0533 812877.

Swap Tiny Toons for Hook, Super Mario Land 2 or any game which is good. Phone Andy on 081 517 9501.

Will swap Super Kick-Off for anything. Phone Steven after 6pm on 0902 752466.

I will swap my Duck Tales or Super Mario Land 2 for Looney Tunes, Parodius or Prince of Persia. Both games boxed with instructions. Phone 0743 718593 (nr Shrewsbury), ask for Rich after 5pm.

Swap Terminator 2 or Super Mario Land (no instructions) for Super Mario Land 2, Lemmings or The Chessmaster. If interested ring c/o Mrs Owens on 0244 374886 and ask for Stephen Lloyd.

I will swap my Nintendo World Cup for your Super Mario Land 2, Tennis, Mega Man II or Joe and Mac. So get swapping now! Ring Nick on 0474 535684.

Swap my Kid Icarus, Batman, Bart Simpson or Tetris for Lemmings, Motocross Maniacs, Snoopy's Magic Show, Joe and Mac, Dr Franken or Krusty's Fun House. Phone now on (0727) 833811, ask for Floyd.

I will swap Tennis, Joe and Mac, Dr Franken, Speedball 2, Super Hunchback or Starhawk for Lemmings, Jeep Jamboree, The Humans, Alfred Chicken or any other good game. Call Matthew on 0286 831145.

I will swap Double Dragon for any other good Game Boy game. Call Mike on Havant (0705) 475830.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action


Name .....

Address .....

Post code .....

Telephone .....

Please make sure your phone number is clear, and include all your digits

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

FREE!



# Adverts

● I have 7 games to swap. Send a list of your games to: John MacNab, 84 Old Greenock Road, Bishopston, Renfrewshire, Scotland PA7 5BB. Will also swap Nemesis for issues 1-7 of GB Action.

● I will swap Castlevania Adventure for Krusty's Fun House, also swap How to Win at Game Boy games by Jeff Rovin for a Briteboy. Phone Kate on 061 456 7665 after 5pm.

● Will you swap my Pit-Fighter for any good game? This game is boxed and in very good condition. Please call Mike on 0514 207668.

● Will swap Tiny Toons for Super Mario Land 2, or swap Duck Tales for Mega Man 1, II or III. Tel. Ian on 061 456 7665 after 5pm.

● Swap Super Mario Land 2, Battletoads, Balloon Kid or Double Dragon for The Legend of Zelda, Mystic Quest, Kirby's Dream Land or Mortal Kombat. Phone Patrick on 0437 768583.

● Swap Krusty's Fun House, F-1 Race, Gauntlet 2, or Kirby's Dream Land for your Dr Franken I or II, Best of the Best, Faceball 2000, Super Hunchback or other good games. Phone Robin on 041 641 2094.

● I will swap my Popeye 2 for your Kirby's Dream Land, Alfred Chicken, or any good game. Ring Andrew on (0273) 455803.

● Will swap Dr Franken or Mystic Quest for Alfred Chicken, F-15 Strike Eagle, Top Ranking Tennis or The Empire Strikes Back. Call Andrew on 041 647 0297 after 5pm please.

● Will swap Phantom Air Mission for Mario Tennis, Blades of Steel or Kirby's Dream Land. Ring John on 0698 262476.

● Swap my Dynablast or Battletoads for Kirby's Dream Land, Dr Franken II or Top Ranking Tennis. Call quick and ask for Stuart on (0383) 726655.

● I will swap WWF 1 or Star Wars for Dr Franken or any other good Game Boy game. Ring Derek on 0383 726655.

● Will swap Super Mario Land 2, T2: Arcade Game or Kirby's Dream Land for Addams Family, Alfred Chicken or any other good games. Phone desperate boy Adam on (0334) 514994. (5149747)

● Will swap Super Mario Land 2 or Battletoads for Alfred Chicken, Final Fantasy I or II, Milon's Secret Castle, Zen Intergalactic Ninja or Alien 3. Call Mondays or Tuesdays after 6pm, ring Matthew on 0684 576433.

## SALES & SWAPS

● Game Boy and 7 great games including Super Mario Land 2, Dr Franken, F-1 Race and a mains adaptor. Worth over £200, will sell for £145, or swap for SNES. Phone Mark on Ireland (061) 453884, or write to: Mark O'Brien, Knockalishen, Meelick, Co Clare, Ireland.

● Will swap my NES with Super Mario Bros 1 & 2 and Super Off Road for a Game Boy with Tetris and Super Kick-Off or Top Ranking Tennis. Or sell NES for £45 ono. Phone Matthew on (0582) 570374, Luton.

● Swap my Game Boy with 5 games, a Game Genie and case for a Seg Game Gear with 6 games and case, Sonic the Hedgehog 1 and 2 if possible. Ask for Jamie on 0622 754606. PS Will sell for £170 ono.

● Will swap Crash Dummies for Joe and Mac, Top Ranking Tennis, Talespin, or will sell for £18. Games must be boxed with instructions. Phone Iain on 031 554 5235.

● Balloon Kid, swap for Populous or Super Mario Land 2. GB Action, issues 8-12 and 15, £1.50 each. Watch games Tetris and Simpsons, swap both for Addams Family. Phone Katy on 061 456 7665 after 5pm Mon-Fri. Games fully boxed, mags vgc. Bargain!

● I have great games for swaps or for sale for £10 each. My games include Super Kick-Off, Tiny Toons, Adventure Island, WWF 2, Super Mario Land, Double Dragon, and F-1 Race. Games I want are Alfred Chicken, The Blues Brothers, Kirby's Dream Land or any other good game. Please phone Robert on 0271 815034 after 6pm.

● Sell Game Boy, carry case, magnifier, game light, AC adaptor and 10 games for £100. Or swap for Super Nintendo with 2 games or more. Phone Gareth on (0674) 671197.

● I will swap my Crown W9-22 Walkman for Dr Franken on the Game Boy. Also selling C64 games for £1 each. Phone Rikki on (0452) 501036 now!

● For sale Sega Master System II, 2 controllers, Sonic the Hedgehog 2, Wonderboy 3 and Alex Kidd, £60. Or swap for Game Boy. Tel Lee on 0243 267228.

● Will swap Nintendo World Cup for Parasol Stars, Pang, Mario Golf, or any other game. Or sell for £10. Contact Daniel on (0420) 477893.

● Will sell 4 player adaptor for £5. The Humans, Lemmings and Kirby's Dream Land are for £15 ono. Will also swap. Please phone 081 332 0365 and ask for Reza.

● I will swap American Football (no instructions but easy to learn) and WWF 1 (with instructions) for F-1 Race (no instructions) or Track and Field (with instructions) 2 for 1. Or will sell both games for £30, £20 off the true price. Ring Charles on 081 965 4009.

● Swap Pit-Fighter and Hunt for Red October for The Empire Strikes Back, Alfred Chicken, Battle of Olympus, or sell for £12.50 each. Ring Ian on 0357 22211.

● For sale Sega Game Gear and 5 games including Sonic the Hedgehog and The Terminator, £50. Also swap Super Mario Land 2 on Game Boy for any good games. Will buy any Game Boy games for £15-20. Phone Greg on 0874 611692 or write to: Greg Harmer, 15 St Mary Street, Brecon, Powys, Wales LD3 788.

● For sale or swap: Pipedream, Boxxle and Hyper Lode Runner. Swap for Caesar's Palace, Looney Tunes, Super Hunchback or Revenge of the Gator. Or sell for £10-15 each. Phone Chris on 0780 782986.

● Swap my Nintendo World Cup for Super Kick-Off or Track and Field, or sell it for £15. Tel: Ewan on 081 504 6428.

● Swap Parasol Stars, WWF 2, Tip-Off, Double Dragon, Robocop, TMNT Turtles 2, Spider-Man 1 or 2, or Gremlins 2 for other good games, especially Bill and Ted, Blues Brothers, Bomb Jack, Super Hunchback or Super Mario Land 2. Or sell from £8 each. Please phone Vanessa on 081 444 3823.

● I will swap my Sega Master System with 8 games for 4 good Game Boy games and Game Genie - must have code book. Phone Charles on 0942 817380.

● Will sell Tetris (Game Boy) for £10 with list of cheats free! Comes with case and instructions. Or will swap for Yoshi's Cookie, Battle of Olympus, Dr Mario, Q\*bert, Bomb Jack, Bart Vs Juggernauts (or any Bart game), any game rated from 70-100% in GB Action, or any puzzle, driving, role play or platform games. ONO. Write to: Louisa Hipkiss, "Beavers' Brook", Bolham, Tiverton, Devon EX16 7RJ. (Will also sell or swap with Horse Medal.) PS. Don't forget Tetris is rated 95% in GB Action.

● I will swap 1 full price Amiga game and 1 budget Amiga game for an Action Replay on the Game Boy, or a good Game Boy game like Best of the Best. Ring Charles on 0942 817380.

● For sale Handy Boy £15, Super Mario Land 2 £15, Alien 3 £12, Sword of Hope £12, Rescue of Princess Blobette £10. Or the lot for £50. Will consider to swap. Ring Adam on 081 451 2398.

● Game Boy for sale, boxed with Game-Link cable, headphones, manual and 3 top games including Alien 3, £90. Or swap for a SNES with games. Phone Emma on (0788) 567254.

● Will swap Super Mario Land 2 for Super Hunchback or Tiny Toons. Write to: Georgina Warner, 37 Pot House Lane, Stocksbridge, Sheffield S30 5ES.

● Swap 12 adventure game books for 3 or maybe 2 of the following: Tiny Toons, Joe and Mac, Mystic Quest, Looney Tunes, Parodius, or Bart/Camp Deadly. Or will buy for £10 each (must be boxed). Phone Jamie on 0455 239514.

● For sale or swap the Game Boy with 4 games: Tetris, Motocross Maniacs, Nemesis and Super Mario Land. Sell for £110, or swap for Sega Mega Drive with 1 game. Call Karl on 051 480 1966.

● Will swap WWF 2 (no box or instructions) for any decent game (no box needed). Phone with offers on 0292 550340, ask for Allan. Will consider selling.

● Will swap my Handy Boy for a Game Genie or a Pro Action Replay, or sell for £20. If interested phone Craig on 041 885 0091 after 4pm.

● Barcode Battler for sale, mint condition, £29 ono. Also swap for 2 of the following: Super Mario Land 1 or 2, Alfred Chicken, Lemmings, McDonaldland, Kirby's Dream Land, Super Hunchback, Looney Tunes or Krusty's Fun House. Write to: Suzanne Williams, 30 Saltash Close, Brookvale, Runcorn, Cheshire WA7 6AY.

● I will swap my Game Boy for a SNES. Game Boy has 7 games, carry case, Game Genie and an adaptor worth £210. I will also sell my Game Boy for £150. Phone Chris on (0443) 226272. Thanks.

● Sell Balloon Kid for £18 or swap for Joe and Mac, Alfred Chicken, Crash Dummies or Looney Tunes. Contact Jonathan on (0709) 548150.

● Will swap Bugs Bunny Crazy Castle, Batman or Double Dragon for Super Kick-Off, Prince of Persia, Star Wars, Kirby's Dream Land, Football International or Darkwing Duck. Or sell for £13 each. Ring Kevin on 081 482 0973.

● I will sell Duck Tales for £17 and swap Parasol Stars or Bugs Bunny Crazy Castle for Joe and Mac, Balloon Kid, The Humans or Populous. They must be boxed with instructions. Ring Catrin on (0766) 513869 in Porthmadog, N Wales.

● I will swap my Game Boy with 5 games for a Super Nintendo or sell it for £85 ono. If interested phone Rhys on (0244) 383362.

● Have you got Alfred Chicken? Well, why not swap it for Batman: Return of the Joker or Popeye 2? Also, Battletoads for sale, £15. Tel Matthew on 0684 576433.

● C64 games, top titles like WWF and more for sale or swap for Game Boy games or Game Boy hardware. Over 150 games for swap for a tennis racket. Ring Bryan on (0389) 39170. (301707)

● Will swap Kid Icarus or Ninja Gaiden Shadow for your Lemmings or The Humans, or sell for £15 each. Ring Neil on 0455 238904.

● Game Boy game Adventure Island, £15 or consider a swap. Also Spectrum +2 with light gun and many games, hardly used, £100 ono. Phone Heather on (Leeds) 0532 781025 before 8pm please.

● Will swap official Nuby Game Boy amplifier for Brite Boy or Light-Magnifier, or will sell for £15. Amplifier comes with adaptor worth £10. Phone Allan on 0292 550340.

## WANTED

● Wanted Tiny Toons, Super Mario Land 2, Track and Field and Batman: Return of the Joker for Game Boy. Other games agreeable. Must be in good condition with boxes and instructions. Discuss prices. Ask for Richard on (0342) 892377 after 6pm.

● Wanted: Tiny Toons, Krusty's Fun House, McDonaldland, Alfred Chicken, 4-in-1 Fun Pak, or Looney Tunes. Loads of swaps please. Ring Lyn on 0829 270393.

● Wanted T2: Arcade Game. Will pay £15. Must be boxed with instructions. Ring Matthew on 0908 543216.

● Wanted any Game Boy games under £10. Phone Nick on 0252 835989.

● Missing any back issues? Issues 1-14 for sale, hurry!! Only 50p each, send a GB Action sized SAE to: James Weston, 46 School Lane, Weston Turville, Bucks HP22 5SG. Copies sent out immediately after order is received!!! Please state issue(s) wanted.

● Wanted desperately Ranma 1/2 for the Game Boy, will pay up to £15. Also wanted anything to do with Ranma 1/2 (+ Part 2). Ring David on (0892) 825213.

● Wanted: Anything to do with Game Boy, cases, games, posters. If so send it to James Caws, Rhydganol, Whitemill, Carmarthen, Dyfed SA32 7HH.

● Wanted box and instructions for Nintendo World Cup. Will pay £2.50 to £3, maybe more. Contact Mike on (0639) 842039.

● I want to find the person who put the Tiny Toon ad in issue 15 of GB Action. I don't understand the cheat, please ring me, help help!!!! Ring Lee on Chelmsford 472573.

● Wanted a Game Genie, will swap for Bart Vs Juggernauts, boxed with instructions. Swap a Sega Master System 2 with games for Crash Dummies. Surrey area only. Ring Adrian on 081 773 1969.

● Wanted! Lemmings, Star Wars or Alien 3. Cash waiting, £10. Tel: Daniel on 0533 812877.

● Wanted! Tennis on Game Boy. Willing to pay £5 maybe more, I AM DESPERATE!! All kindhearted people please phone Simon on 0705 583125. Must have instructions. PLEASE RESPOND!!

● Wanted: Sega Game Gear with Sonic the Hedgehog 1 and 2, Columns and Donald Duck (these last two are optional). Will buy for £60-80 or swap for 1 Game Boy game, music tapes (choice from selection), Donkey Kong LCD game, Simpsons LCD game, Navy SEALs LCD game, option of C64 game (Ninja 3 or Robocop) or Point Horror books, extra speed Robo-frisbee and up to £20 in cash! If you offer Columns or Donald Duck (I'm not bothered which) you'll get £20 in cash and a blank T-shirt for you to make your own design! Plus the above list! ONO. Write to: Louisa Hipkiss, "Beavers' Brook", Bolham, Tiverton, Devon EX16 7RJ.

● Wanted Game Boy games dirt cheap as I am only 8 and my parents are tight with the pocket money. List to Andrew Marshall, 29 Barber Street, Eastwood, Nottingham NG16 3EW.

● Wanted: Spider-Man 1 and 2. WWF 2, Turrican and Dragon's Lair on offer. Phone Sam on (0280) 817217.

● Game Boy games wanted, will pay £10 each with instructions. Send game details to: Spike, 85 Bryn Milwr, Hollybush, Cwmbran.

● Hey, wanted! Alien 3 on Game Boy, must be boxed with instructions. £10 paid. Phone Pritpal on 021 544 7730.

● Wanted Back issues of GB Action 6-12. Will pay £5 in good condition. Call Bruce on (0309) 674400 after 12pm.

● Wanted Game Boy carry case in good condition. Ring Robert on (0676) 532912.

● Wanted Mystic Quest, Probotector or Alfred Chicken, will pay up to £15 each. Ring Richard on (0742) 335822.

● Wanted: Game Link cable. Will pay £3 inc postage. Phone S on 0277 213157.

## SALES

● For sale: Mickey Mouse boxed £15, Phantom Air Mission boxed £15, and Lemmings boxed £15. Also Sega Master System 2 with Sonic the Hedgehog, Psychic World and control pad, £55. Tel David on 0983 867377.

● For sale Word Zap, Bubble Ghost, McDonaldland, Track Meet and Revenge of the Gator, £13 each or 2 for £22.50. Phone (0639) 842039, ask for Mike after 6pm.

● For sale: Prince of Persia £15 and Burai Fighter Deluxe £10. Both boxed with instructions and in excellent condition. Ring Jamie on 0984 24031.

● Game Boy for sale, case, light/mag, amp, powerpack, charger, 5 games including Populous, Batman, etc. £110 ono. Tel: Ian on (0782) 44046 after 8pm.

● Game Boy with 4 games: Tetris, Kid Icarus, Super Mario Land, and Dr Franken. Plus game light and power supply unit. Sell for £90. Tel: Darren on 0277 364625.

● For sale Game Boy games £5 each, Tetris not boxed, Super Mario Land boxed, and Super Kick-Off boxed. Phone 0434 684547, ask for Daniel.

● Games for sale: Super Mario Land 2, Speedball 2, Bart/Camp Deadly, Battletoads, Tiny Toons, Duck Tales, Gremlins 2 and Nintendo World Cup. Phone Gavin on 031 331 3572, Edinburgh area only.

● For sale Game Boy games Navy SEALs, Gremlins 2, and Adventure Island, fully boxed with instructions for £12 each. If interested please write to Paul Allen, Hill Rise, Maister Road, Keyingham, Hull HU12 5SG, or ring on (0964) 626392.

● Game Boy with mains adaptor and 6 games including Nemesis, Populous and Star Wars, £130 ono. Phone Lee on (0257) 793150.

● Game Boy for sale with game-link, earphones, batteries, Tetris, Super Hunchback, and Double Dragon 3, all fully boxed. Will sell for £80 or more. Phone Dominic on 0360 622773.

● Game Boy for sale, including 5 games: Super Mario Land 2, Hook, Home Alone, Amazing Spider-Man and Tetris. Mint condition, 2 games boxed, all instructions, worth £195, sell for £100 ono. Ring Stuart on 03552 27755.

● Game Boy games for sale: Double Dragon, Missile Command, Sneaky Snakes, WWF, Nintendo World Cup, Pacman, Home Alone 2, Cosmotank, Solar Striker and many more. £10 each. Ring P on 0992 893623.





# classifieds

● For sale Pro Action Replay game-busting cartridge in very good condition, £23 ono. Tel Chris on (0386) 860330 now.

● Game Boy for sale, with 5 games, Battletoads, Shanghai, McDonaldland, Bart/Camp Deadly, NBA All-Star Challenge 2 and Action Replay. All for £130. Phone Gary on 081 319 3485 between 8-9pm.

● For sale Tiny Toons £14, Speedball 2 £11, Blades of Steel £8, R-Type £10, Super Mario Land 2 £15, Super Kick-Off £13, Tetris £7, and Nintendo World Cup £13. All boxed with instructions, excellent condition. Call Philip on 07684 84621.

● 4 Game Boy games for sale including Super Mario Land 2 and Kirby's Dream Land. If interested phone Andrew on (0462) 672171.

● Duck Tales for sale, perfect condition, box and instructions included, rated 81%, £17 min. Ring Catrin on (0766) 513869 in Porthmadog, N Wales.

● Will sell Popeye 2, Batman: Return of the Joker and Battletoads, £15 each ono. Ring Matthew on 0684 576433 now!

● For sale Game Boy, 9 games, bum bag, magnifier, light, earphones and 2 player lead. Plus 3 books on games and cheats. Ring Matthew on (0734) 814781.

● Game Boy for sale, fully boxed including used accessories and 14 of the best games available on the Game Boy. Plus a free Megabass Sony Walkman and hand held Double Dragon II game including instructions. All for a price between £120-130. Tel Khuram on 021 327 6191.

● Attention! Will sell my Game Boy with 2 player lead and 6 games, all but 1 fully boxed with instructions, including WWF 2, All-Star Challenge and Bo Jackson 2 in 1. In quite good condition, approx 1 year old. If new, £200, but I will sell for just £99. If interested, phone Wesley on 081 958 2829.

● For sale Super Mario Land £10-15. Phone Karl on 0455 613768.

● Game Boy with 5 games, with spare batteries, all boxed and instructions, £150. Worth £200. Also Spectrum +2, joystick, light gun, 80 games, bargain at £20. Phone John on Bedford (0234) 824643.

● Game Boy with Gremlins 2 and Tetris, sell for £50. Game Boy with AC adaptor plus Tetris, all boxed, £45. Wanted cheap Game Boy or Sega Game Gear games, around £5-7 each. Tel: Daniel on 0452 713667.

● Will sell Bubble Bobble and Alleyway (with instructions) plus Super Kick-Off and Duck Tales (without instructions) for £15 each or all 4 at £50. Phone Russell on (0233) 861465 after 6pm.

● Game Boy, 5 games and official Nintendo bum bag. Some boxed. Collection negotiable. Best offer over £100. Call Tom on 0782 415253.

● Game Boy for sale with 10 games, carry case, and mag/light adaptor. Will sell for £130 ono. If interested phone I on 0229 581284 any time.

● Sell Crash Dummies, Golf and WWF 2, no box or instructions, for £8-10 each. Ring Jamie on (0790) 52305.

● Nuby play and carry case £6, and back issues of GB Action 11 & 14 70p each. Tel: Colin on 041 633 0680, important, don't phone before 12pm. Thank you.

● Game Boy games for sale: Tetris and Lemmings, both for £15. Phone 0253 736201 and ask for Christine.

● Game Boy games for sale £10 each, Super Mario Land 2, Robocop and Blades of Steel. Ring 051 423 6691 and ask for Jaime.

● For sale Game Boy with 13 games including R-Type, Super Kick-Off, Double Dragon and Top Ranking Tennis, £160-170. Phone 081 994 2371, ask for Anthony. Urgent sale required.

● Game Boy for sale with double link-up, earphones, and 3 games with boxes and instructions. 4 months old, hardly used, £85 ono. Phone Jane on (0276) 473265 evenings.

● Game Boy boxed with Robocop unboxed, £30. Wanted bare bones Amiga with no software, will pay £150. Contact Rick on (0477) 533758.

● Game Boy with Handy Boy game enhancer and 13 games for sale, £150. Phone Mark on (0794) 523276.

## PEN PALS

● Wanted penpals male or female 13-16, got to be wild and wacky and full of fun. Write to: Kelly Surtees, Shipwright's Arms, 4 Bransty Row, Whitehaven, Cumbria CA28 7XE.

● Penpal wanted! Girl 13/14. Please send photo to: Paul Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF.

● To all pens out there needing pals, write to 17 year old student pen! Ha ha! Write to Antony Clarke, 343 Birchfield Road East, Abington, Northampton NN3 2SY.

● Free sex!! Not really, I'm looking for male penpals aged 15-18 who like music and Game Boys. Get writing to: Sabrina Carmody, c/o 33 The Mall, Old Town, Swindon, Wiltshire SN1 4JA.

● Penpal wanted, male or female, any age, must have a Game Boy. Write to: Evelyn Tonner, 58 Scott Drive, Greenfaulds, Scotland G67 4LD.

● Wanted male or female penpals, must be 13 and own Game Boy. Photo please. Contact: Andrew Reid, 56 Mary Morrison Drive, Mauchline, Ayrshire, Scotland KA5 6AR.

● Penpal wanted 14-15, male or female (hey who cares?). Sense of humour essential, so get scribblin' to: Peter Dent, 8 Boarbank Road, Ulverston, Cumbria LA12 9PG.

● Mad 20 year old student seeking pals of the extra terrestrial kind. Write to: Sarah Clarke, 343 Birchfield Road East, Abington, Northampton NN3 2SY.

● Female or male penpal wanted, 12 years old. Must have Game Boy. I enjoy swimming and love animals. Include a recent photo. Get writing to: Suzanne Williams, 30 Saltash Close, Brookvale, Runcorn, Cheshire WA7 6AY.

● Male and female penpals desperately wanted! Any age. I am nearly 15. 100% guaranteed reply! Doesn't have to own Game Boy. Recent photo if possible! No boring boffins please!! Write today!! Robert Williams, 6 St Cynfarch Avenue, Hope, Nr Wrexham, Clywd, North Wales LL12 9NR.

● Wanted: a female penpal/penpals to cheer up Game Boy freak. Only want girls aged 12-18+. Only if you have Game Boy/Sega Game Gear. Will accept males 13+. I'm 14! Write to: Louisa Hipkiss, "Beavers' Brook", Bolham, Tiverton, Devon EX16 7RJ.

● Male penpal wanted, 14+. Please send photo if possible. Write to: Estelle Calder, 23 Cambrian Road, Moreton, Wirral, Merseyside L46 5NR.

● Hello!! Male/female penpals wanted. Needn't have Game Boy. Age doesn't matter. Guaranteed reply. My interests include, amongst many others, sci-fi progs and music. Please write quickly to: Matthew Parker, 50 Woodcock Road, Warminster, Wiltshire BA12 9DF.

● Penpal wanted male or female 12-13, must own Game Boy/Sega Mega Drive or both. Must have sense of humour. Contact Katie Stockdale, 78 Swarthdale, Haxby, York YO3 BN2.

## CLUBS/MAGS

● Join! GB News. You'll receive: membership form, badge, pen and free gift (free gift only if you are one of the first 10 to join). It would normally cost 25p per copy or a SAE, but until July 1994 it's free! So just simply send your name, age and address to: Louisa Hipkiss, "Beavers' Brook", Bolham, Tiverton, Devon EX16 7RJ. (If you want to donate money towards postage send 10p in coins or a 10p postal order.) Thanks!

● 70 Game Boy tips for £1, 60 Pro Action Replay codes £1, 20 Game Genie codes 30p. Send SAE and postal orders and cheques to Ian Kent, 111 Sinclair Avenue, Babury, Oxon OX16 7BQ. Tel: (0295) 254620.

● SNES and Game Boy tips and cheats. Send the name of the game and we will send you some cheats/tips, or your money back. Send a cheque or postal order for 50p and a SAE. Requests to: Lewis Copp, 10 Hawthorne Road, Tiverton, Devon EX16 6HD. Quality tips/cheats every time. Tel: 0884 242594.

● Free tips and cheats for all computers and consoles from 'Got a Good Name?' Write, enclosing SAE. Cheats to arrive within 2 weeks or a solemn apology. 'Got a Good Name?' 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● Brand new Game Boy club. Swap service, and monthly newsletter which includes: cheats, new games, advice, tips etc. If interested, please send a SAE (large) for more information to: Terry Conley, 19 Richmond Close, Calmore, Southampton SO4 2TH. Tel: 0703 867628.

● Penpal club, £2 to join, payable by cheque or postal order to James Heath, 5 Hardstoft Road, Pilsley, Chesterfield, Derbyshire S45 8BL. Tel: (0773) 873748.

● Join the original and exclusive penpal club created especially for games players. Ideal opportunity for free swaps and making new friends. For your free info pack send SAE to "Contax," Nicholas Defty, 40A Huntington Road, Brampton, Cambs PE18 9JG. Tel: 0480 420059.

● Penpal club! Don't delay! Free swaps, penpals, accessories, mags, info, and loads of fun! £3 to join. For info, write with SAE to: Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF. Tel: 0772 796489.

● Eight Bit is the fanzine for all Game Boy fans. Send a pound coin or 4 1st class stamps to David Skinner, "Eight Bit," 3 Bridge Wood Road, Worcester Park, Surrey KT4 8XP. Tel: 081 337 0171.

● Superior swaps! Game swapping club for the Game Boy. Only £2 per game, or £3 for 2! Send no money now, write with SAE for more details to: Mark Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● Cheat Heaven! Send 40p and a list of 15 games. I will send you cheats for 5 of them. Send to Cheat God, 50 Blandford Close, Dorchester Road, Bransholme, Hull HU7 6AB.

● Sega and Nintendo swap shop £2. Make cheques payable to: James Heath, 5 Hardstoft Road, Pilsley, Chesterfield, Derbyshire S45 8BL. Tel: (0773) 873748.

● Sega Magazine! Only 40p. If you are interested please send a SAE to the below address for more information. Please ring 0772 796489 and ask for Paul. Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF.

● Gamer-Link! The penpal club for gamers with over 300 members! Free swap service, club fanzine and more! For full details send SAE to: Stu & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

## MISC

● Sega Master System for sale, 12 great games, 2 controls and light gun, excellent condition, £90. Phone Graeme on 041 641 6891.

● Will swap Sega Game Gear Ninja Gaiden for Lemmings, Shinobi II, Sinister Six, World Class Leaderboard or any other good game. Phone Matt on (0603) 860162.

● Sell or swap Sega Game Gear with Columns, World of Illusion, Magical Guy, car adaptor and mains adaptor. Sell for £115, or swap for Sega Mega Drive with Sonic the Hedgehog 1 or 2 and game(s). Tel: Daniel on 0452 713667.

● Swap Atari 2600 with 1 control pad, Super Mario Bros, Centipede and Pacman for a Sega Master System II with Sonic the Hedgehog 2 and 1 control pad. Ring Dean on 081 845 2921.

● Sega Master System+, 9 games, and 2 joypads. Will sell for £139 or swap for mixture of SNES games and money. Ring Niki on 0274 618366.

● Magazines and comics for sale. All are collector's editions, eg. Buster, Control, Super Action and loads more! For a list send a SAE to: William St George, 30 North Street, Pomeroy, Co Tyrone, Northern Ireland BT70 2DG.

● For sale Sega Master System II with Sonic the Hedgehog 1 and 2, with guarantee, for £65. Ring DL on 051 449 1618.

● For sale Barcode Battler, boxed as new, excellent condition, only £25, bought for £35. Tel: Hayley on (0531) 820995.

● For sale Sega Master System with 2 control pads, light phaser and 8 games. £120 ono. Call William after 6pm on 051 645 5854.

● SNES for sale, never used, excellent condition, with joypad and games, £200. Or swap for Amiga 500. Tel: Ireland (027) 51644, ask for Peter.

● 3 videos, TMNTurtles II, Tin Men and Stoooges, each worth £11, I sell for £7.50 each or £20 the lot. Contact Mike on (0639) 842039 after 6pm.

● For sale Sega Master System 2 with 6 games: World Class Leaderboard, Operation Wolf, Action Fighter, Golden Axe and RC Grand Prix for £175. Ring 051 480 1966, call for Karl.

● Sega Mega Drive game, Ecco the Dolphin, mint condition, boxed, sell for £30! Ring Alexandra on 0282 454465, Lancashire area please, thanks!

● I've many magazines including Game Zone, C&VG, Amiga mags and others, priced £2-4.50. Ring Philip on 06973 43251.

● C64, 50 games, boxed, in excellent condition, £40. Ring Ryan on 0282 454465, Lancashire area please.

● Commodore C64 VGC, includes tape deck, music maker, power pack, 2 new joysticks and user manual. Average 100 games all boxed with booklets. Quick sale, £80 ono. Will consider delivery. Phone 071 522 1045, ask for Stephen. Evenings (Mon-Fri), ring 081 859 1615.

● Atari 520ST for sale with 100+ games, joystick, and mouse for £100, or swap for SNES. Call Michael on (0604) 761346.

● Amiga! Games for sale, Street Fighter 2 and Monkey Island, £10. Contact Westley on 021 786 2482.

● C64 for sale, tape deck, 2 joysticks, and over £120 of software. Will sell for £60 ono. Ring Niki on 0274 618366.

● Commodore 64, new type, excellent condition, includes datasette (plus a spare one!), power pack, leads, also 3 joysticks, user manuals. It is all boxed. Also, loads of mags with cover tapes. There are a few carts as well. Need a quick sale. Price of £85 ono. Phone (0509) 506032 and ask for Alaric, 9am-9pm any day.

● PC Engine, joystick, 3 player adaptor, and 6 games including Splatterhouse, Chase HQ, and Formation Soccer, £150 ono. Or swap for SNES with game(s). Ring Martin on 0709 892580.

● PC Engine for sale with £100 worth of games. Games include City Hunter, Cybercross, Cybercore, Ninja Spirits and Heavy Unit. A big bargain for just £80. Or swap for a Sega Game Gear by itself. Tel: 0291 629166 after 3pm, ask for Ken.

● Wanted: any Star Wars toys, I need the Millennium Falcon, X-Wing and any other spaceships or figures. Write to Danny Lee, 4 Middleton House, Middleton Road, London E8 4LW.

● For sale Atari STE 1 meg computer with over 200 games and over 50 programs, 2 joysticks, 2 mice, mouse mat, disk box and all the leads and attachments, £200 ono. Phone 051 928 3665, ask for Stewart.

● For sale, SNES and 6 games including Star Wars, Starwing, Super Mario Kart and Street Fighter II. Also Sega Game Gear and 4 games including Shinobi and Wonderboy. Will also sell games separately. Plus mountain bike in excellent condition. If interested in any, call Faz on 031 228 6723 after 8pm.

● Desperately wanted asap! Any or all of the following volume one 'Red Dwarf Smegazine' numbers: 1, 3, 5, 6, 7, 8. Other Red Dwarf merchandise considered. Thanks! Phone after 4pm on 0443 790768, ask for Rebecca.

● Atari 520STFM, 1 meg of memory, 50+ games, light phaser, excellent condition, all for £200 ono. Ring Gary on (0323) 849481.

● For sale Spectrum 48K, excellent condition, complete with 20+ games, £40 ono. Contact James on 0270 767436.

● Atari 2600 for sale with 20 games and 2 joysticks, good condition, sell for £66. Ring Peter on (0207) 545330.

● For Sale. "Brad Sings Bon Jovi". Each tape contains Brad delivering such classics as "Blaze Of Glory" and "Lay your Hands On Me". With his unique voice you will actually think you are there with Jon Bon and the boys. Remember this collection is not available in the shops, but can be yours by contacting the man himself, Brad Jovi at Europress Interactive.NOW!





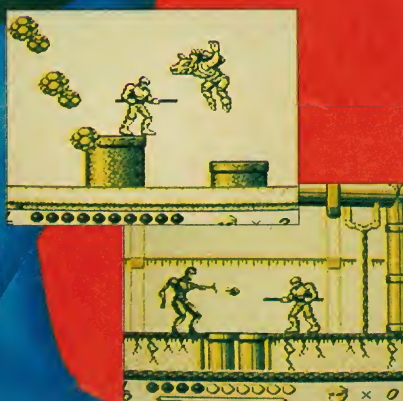
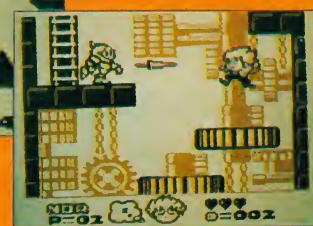
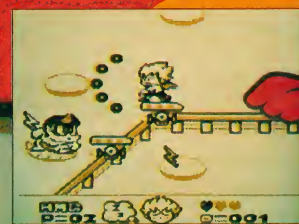
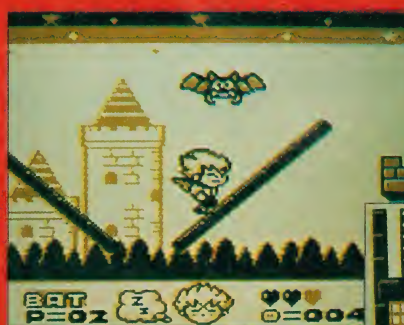
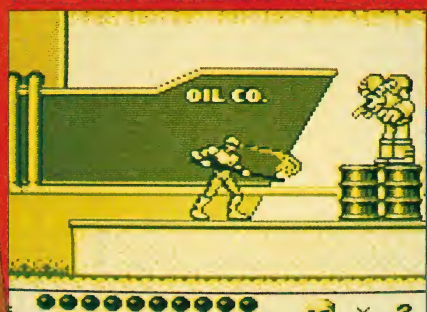


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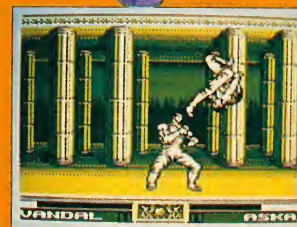
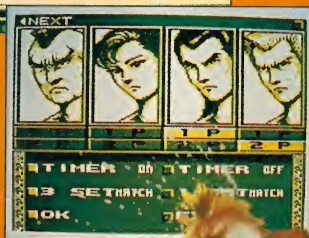
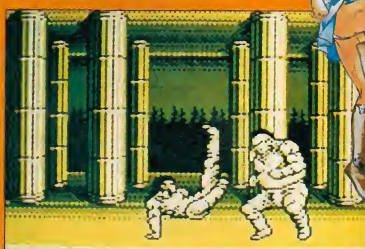


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## Previews

The footy season's well under way already and we don't want to miss the bandwagon. We've therefore got previews of both Sensible Soccer and what could be the best two-player link up since Tetris, Goal!

Ren and Stimpy, the latest cartoon celebrities, already have a sequel in the making - stay with us to see how good it's looking already. There's zoomin' and vroomin' aplenty in F-1 Pole Position. Is there no end to this information overload?

## Reviews

The pinball game to end all pinball games hits GB Action! Pinball Dreams, universally acclaimed on the Amiga, is out on the Game Boy and we're giving it the full review treatment!

The cuter-than-Yoshi dinosaurs, Bub and Bob, are back with a vengeance in Bubble Bobble 2. Staying with the dino theme, there's a full review (at last!) of Jurassic Park so you can all decide whether the game matches up to the film.

Arnie's back again in Last Action Hero and there's NFL Quarterback and Road Rash for lovers of fast, risky action sports. A veritable myriad of games, I think you'll all agree.

## Player's Guides



You've seen part one of the superb Battle of Olympus guide by our very own godfather of grunge Andy Sharpe. Guess what's gonna be in next time round? Still struggling? Have no fear, part two will be here!

Find out the rest in the next issue. If you go down to the woods today, you won't see as many big surprises as you will in the fabulous new GB Action.

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Sources:

N-Force 88% • Total 85% • NMS 91%  
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